The Daily VRMMO Activities of a Certain Middle-Aged Man - Challenge of the Dead Arc

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The Footprints of the Next Generation

After a long time, there's an announcement from the devs about what's considered to be the 2 great combat area and player upgrades.
For the server's stabilization they finally arranged for a line-up of optimizations, and now it's become possible to receive twice the number of people; in order to make the custom VR's necessary equipment more stable as well, they finally decided to order additions.
With that, after last time's maintenance, they had added another abnormal status.
The [Break Arm] status, to put it simply, is when you put your opponent in a state where he is unable to hold onto held weapons or shields; it's that kind of brutal abnormal state. Of course the conditions were announced; one way for this condition to occur is if the hand and arm is effectively stunned or petrified.
And one more way to end up in this condition is if you take the greatest damage, 25% or more of your HP, on your hand or arm.
And once it occurs, the result is that you will drop your equipment, and continue to be in a state where you are unable to pick it up for several seconds.
But, monsters and other players will not be able to steal the dropped equipment.
… For those who have had their rare equipment stolen before, they can rest assured.

Following that, they also announced the highly anticipated addition with the next update; the completely random dungeon titled [Challenge from the Dead] was going to make its appearance.
A randomly generated dungeon with a 1 hour time limit, the goal would be to see how far you can delve.
By the way, the first goal seems to be the first 10 descending floors.
'Random' really does mean completely random, so there could be a light forest map, but there could somehow also be a dungeon-like dark map there as well; they also announced that there's also a large variety of traps, including traps whose gimmicks have never been seen before; if you just try to go forward with brute force you'll soon join the ranks of the dead, or that's what the PV has been

showing all this time. The devs are brutal as always.

It's certainly a PV aimed towards advertising the 2 great combat additions, but …
That PV has collected together all the actions of players that have stood up until now.
The people whose faces came out that I knew were Zwei, Grad, and Silver also made an appearance.
… As for myself, they used the sequence where I defeated the Fairy Queen in the PV.
It doesn't really show the Fairy Queen well, but from the whip's restraint to the bow&kick combo, all of it's there. Don't show everyone that ~!
Even if I yelled that there's no way I would get it to stop, even though I have a bow that I can only have in a fantasy.

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Anyway, in order not to lose against the devs' brutish ways, I'll have to put my battle abilities in order.
When I think about that, from hereon I predict that a shield is probably going to become necessary.
I expect that only being able to evade to defend myself is going to make things way too harsh in the future.
Not to mention, since the usually solo me has a high tendency towards playing solo, there's no way I will always be able to make surprise attacks, and with the new dungeon that's going to be even more likely.
… But you know, having a regular old shield isn't really that interesting, *naa* …?
Anyway, the type you carry by hand is obviously rejected, since if I can't draw my bow there's no point; as expected it's going to be the type you stick on your arm … if I do that then the buckler-type, Small Shield would be the safest.

And from here the true strength of the strange-weapons maker can be demonstrated.
Even though I knew about a good bow, I couldn't implement its mechanisms in the X-Bow; the compound bow, that is.
Using pulleys, it's easier to put more power behind the draw of the bowstrings; truly a bow with nothing to criticize, but no matter what I did it was impossible

to work that mechanism into the X-Bow, so I let that one pass.
But next time I try to craft a bow lets use that mechanism …
Anyway, since crafting will raise the Shield Skill to some degree, let's begin crafting.

Previously I've been gathering meat dish materials and practicing with the shield steadily in repeated battles.
Carrying a hastily made iron shield in my [right hand], I defensively received opponents' attacks with the shield, and the Skill Level grew steadily.
As for why the right hand, it's because I'm planning on equipping the shield to my right arm; anyway, I wasn't planning on making a straightforward shield to begin with so it doesn't matter … I'll probably be standing out in a bad way again, but I'll just ignore that … aa, ignore that!

For now I've upped my Shield Skill to about 5 on Wolves, so now I'll use Rock Ants in the forest to raise the Skill further.
These Rock Ant shells might also have some merit to use, so I'm also collecting materials at the same time.
Naturally, I'm using Thief Skill's Radar to properly keep an eye out in order not to pull other Rock Ants in by Link.
The result was spectacular; in an instant the Shield Skill shot up to 25; the initial Skills really do level fast.
Assaulting Kick also shot up by 4, so here's a pretty nice spot; if I come here again tomorrow I bet I'll be able to advance and specialize in the buckler-type Small Shield.

By the way, the Shield's next specializations are Small Shield, Medium Shield, and Big Shield; Medium Shield corresponds with things like kite shields, and Big Shield corresponds to things you can pretty much hide your body behind, like tower shields.

After I returned to town I transferred to Nexia; my objective is an Advanced crafting set.
With Cooking finally reaching 50, I've advanced on to the next level, Advanced Cooking, and I've finally become able to use the Advanced crafting set.
With this it looks like I'll be able to make steamed items, so I intend to try to make meatbuns. For that reason I bought cake flour-like wheat flour; after this

will be more experimenting. Though I have doubts whether I'll have the time …

Now is the task of crafting ingots; anyway, if I don't make them I can't proceed.
In order to make the compound bow, it looks like I'll need a mountain of materials again, and on top of that I've already decided on the deformation mechanism I'll be needing to some degree for my own compound; anything beyond that will just be unnecessary time and effort.
And then, because I'll have to make arrows strictly for the compound's use, I'll be using up even more tons of ingots … no matter how much Light Metal I have it'll never be enough …
Once I make one of them the rest will be easy, but the fact that the first step is especially difficult is a reality that doesn't change even if we're in "One More's" world.

… Even more so in making the reverse bow… I bet, when I finish it all my blacksmith buddies will definitely ask, "Can you even use this thing?" *Maa*, there should be no problem; since it's a battle weapon designed specifically for me, then it's fine.

In the end, today I only hectically moved around collecting materials and raising the Shield Skill.
The Dungeon addition is in one week; it has a feel to it, like challenge yourself on how far you can raise your battle power by then.
After I choose my Shield specialization, then I'll probably concentrate full-force on crafting the compound.
Looks like Cooking will be done in between as a break …

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv16 ↑4UP
[Farsight]Lv47
[Craftsmanship]Lv47
[Shield]Lv 25 (NEW!)
[Stealth]Lv38
[Physical Ability Reinforcement]Lv17
[Thief]Lv33

[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv28
[Blacksmithing]Lv33
[Alchemy]Lv40
[Advanced Cooking]Lv1 (NEW!)

ExP 7

A/N: There have been comments coming in here and there saying, “What about the compound bow?”
But in order to use it here I couldn’t use it for the X-Bow.

The ridiculous equipment will soon increase in comrades.
In other words, Earth has completely charged down the path of unique weapons.

Because it’s a Game I’m going to Completely Ignore Common Sense

From mining, I’ve gathered together Light Metal and Steel. Finally, I can get serious and continue with the production of the shield+bow.

Before crafting I went out and defeated the final Rock Ants, collecting their carapaces for use and at the same time I also chose my Shield specialization.
Like I thought before the specialization, it has to be Small Shield; with this the pre-preparations have been taken.

First off, let’s try making a regular compound bow.
Since the blueprints from Real originally use wood as the main parts, I’ll try making it like that.
In the end it’s a prototype so the general crafting procedure is my maximum priority.
It’s not like it will cause a problem if it ends up being unusable, since it’s enough as long as I figure out how to roughly make its form.

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Another World’s Bow

A bow that could not have been invented by any method thought of from this world.
It even uses pulleys; the principle is unknown.
However, the power and shooting accuracy is particularly high.

But, on the other hand, if the arrows used are not its exclusive arrows, then you can’t make use of it.

Quality 3 Atk +38
—

Somehow completing it with a Quality of 3, and finishing it with just the bare minimums, and it already has this much attack power, huh … it might be good

enough to sell right now to the large crowd of people who are training with Bow … but that's no good; the cost of the arrows is way too high, so in the end the threshold for them to continue forward would be too high.
Anyway, today we'll just end it here.

No matter how many times I draft the transformation device, thinking of both making the degree of crafting difficulty as simple as well as the degree of difficulty, the most effective form would be to fold from the center, so when you pull it the bow will return to its default shape.
Since I'm not thinking about directly holding it, there is a transformation device I can use. This day was over after only thinking about what to do.

– – And then the next day. In accordance with the blueprints I crafted the transformation-style compound bow.
Along with that, in parallel with the bow, I also crafted a small shield of wood.
The finished form is a normal-looking small shield, but before it transforms it's hiding a bow which, once transformed, will somehow or other appear to be a bow with the finished form of [being propped up by the right hand and shot with the left].
Of course, once it's done I'll probably have to practice it well, but since the compound bow has a trait of being easy to aim, so when I think about it, this much ridiculousness is still possible.

The shield's shape adopts a 5-sided shape, and through the middle it's divided into two separate divisions.
Above this section is a board covering up the cut to hide it.
With this, during transformation, with the part around the wrist area as the origin and pivot point, the shield will split left-right and transform, and the board that hides that section will rise up.
The compound bow is prepared underneath the shield that has split left-right with the transformation device; after transforming the shield takes on the bow's form.
After that turn it 180 degrees on the arm and grab the inner part of the bow to shoot!

The finished form will use mostly Light Metal and a portion of Steel, but since right now I'm making the prototype I'm making it completely out of wood.

But when it’s completed I want it has to be a quality item that can be used immediately, so of course I craft it seriously.
When I finish this, the blueprint’s true point will finally be finished.
Naturally this wasn’t finished in a day; it took 2 days for me to be satisfied with the result.
A handle with a built-in string is under the shield in order to make the transformation; to transform it; pull that handle with your left hand, and after you pull it, grab it with your right hand in order to preserve the transformation.

—

Transformation Shield Prototype Form

A shield furnished with a transformation device, its abilities compared to a pure shield has fallen.
However, it hides its true abilities that will appear after transforming.

Quality 4 Def+8
Ability to transform

↓

Underworld Bow Training Prototype Form

Hidden behind the Transformation Shield is the form that will expand into Another World’s Bow.
For the sake of training, there is a Hunting Bow on the small side attached to the back of the small shield, but Another World’s Bow’s abilities, and therefore its capabilities in bloodshed, is great.
It is only possible shoot with arrows designed for this use.

Quality 4 Atk +38
Def +3
—

For now it’s finished, but now I’ll have to work out the details.
I decided to stick Rock Ant carapaces on the left and right of the shield so that they jut out a little in order to protect the compound bow; I’ll probably have to squash out the other numerous defects or the Quality won’t rise.

That being said, the new dungeon addition is finally drawing closer, and I’d like

to finish it by then.
To get it to this stage already took 4 days; it’s become quite the tight schedule.

Dawn the next day; it’s already been 5 days since I began production; if I don’t finish it by today then I’m going to be in a bad spot for time.
The shield part is fundamentally Light Metal; the plate part that covers the divide is made out of Steel.
The compound bow is crafted completely out of Light Metal; if it weren’t for the existence of Light Metal with its elasticity, my equipment would probably be a lot poorer.

Since I’ve already finished the designs and such during yesterday’s time, making the parts took some time, but the assembly was fast.
I continue to pound out the necessary parts for assembly, and I also attached the treated Rock Ant carapaces to the left and right of the shield as reinforcements; with this the shield has become a size bigger and the compound bow is now completely hidden.
I dyed the Rock Ant carapace parts on the left and right blue, and with the Light Metal’s dull blue and blue light reflections, the shield has taken on the appearance of being decorative.

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Secret Light Metal Shield

A small shield made of Light Metal with a hidden device.
It has more than enough abilities as a shield, but there is a hidden device built in.

Quality 6 Def+25
Possesses transformation abilities
Right-arm exclusive equipment

↓

Secret Another Bow

The revealed form of a device that was hidden. It’s a bow that is smaller than a hunting bow, but its killing ability and accuracy is high; however it has the disadvantages of only being able to use exclusive arrows.

Ability Change Atk+60 Def+5

Possesses transformation abilities
Right-arm exclusive equipment
Accuracy compensation (weak)

—

With this it's finally completed … it took forever, seriously.

I check and repeatedly test it to make sure that the transformation device has no problems in its movements, and finally take a breath.
A new special ability came out; accuracy compensation (weak); this seems to be related to the compound bow's pseudo-scope that I had reproduced.

Let's hurry up and test-shoot. I've made a mountain of Light Metal, exclusive-use arrows, so let's continuously try and shoot them.
At first, as expected, with the action of the right hand propping it up and the left hand drawing, the aim is largely off, but even so, with my experience, Skill Level, and the accuracy compensation all together from shooting mountains of arrows up until now all added together, even though it's this ridiculous bow, I am still able to hit. This is an act that I definitely couldn't reproduce in Real.
With this, even if I receive Break Arm, my ability to make long-distance attacks won't be annihilated immediately; of course not receiving the status at all would be the best, but you can say that making preparations for this kind of thing wouldn't be wrong in the slightest.

The more than satisfied me changed all the leftover Light Metal into crafted exclusive-use arrows and then logged out.
At long last the new dungeon addition called Challenge from the Dead is at hand.

SKILLS
[Wind-Blown Hunting Bow]Lv2 ↑1UP
[Kicking Assault]Lv17 ↑1UP
[Farsight]Lv47
[Craftsmanship]Lv50 ↑UP
[Small Shield]Lv 3 (NEW!)
[Stealth]Lv38
[Physical Ability Reinforcement]Lv18 ↑1UP
[Thief]Lv33

[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv33 ↑5UP
[Blacksmithing]Lv38 ↑5UP
[Alchemy]Lv40
[Advanced Cookin]Lv1

ExP 9

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

A/N: And so, a shield that hides a bow behind it, this ridiculous equipment has exploded onto the scene. With this there won't be any new equipment crafting for the present … that would be nice, naa.

Let me explain the transformation once more;
When you need it, pull the handle on the shield.
↓
Once you do that, the shield will have a split left-right, and the hidden bow will expand.
↓
The pulled handle is held by the right hand, maintaining the deformation.
↓
Like that, turn the outer part 180 around on the arm so you're now holding the inner part.
↓
After that you pull the bowstring with your left hand and shoot.

Is how it is; this thing, it's definitely impossible in reality.

The Dungeon and Sentai Heroes?

When the maintenance ended, at long last the Challenge from the Dead has opened. And, in order to participate in the 2nd Great player combat area, the Faust city is instantly packed with hordes of people.
There are people who supply the items needed to challenge the dungeon, and the opponents of the people who supply the items, the players engaging in business transactions.
And of course, with all these new participants coming back to Faust … it's overflowing with energy like it was on opening day.

Even so, around the time when I finished work and logged in, it probably already calmed down to some degree, though.
I, as well, to prepare to challenge the Challenge from the dead, I already made my own recovery items, and the number of arrows I readied are more than enough. I have properly made Another Bow's exclusive arrows for production.

—
Another Arrow

Another Bow's exclusive arrows. It is not able to be fired from anything other than Another Bow.

Quality 5 Atk+10
Another Bow Exclusive Arrow
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This is the one for production; I had shot a number of previous arrows in test shots, but aside from small-fries, they're completely useless things against opponents so I'm just not going to introduce them.

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Also confirming the amount of Enhanced Oil I have, I head to Nexia. Since the Challenge from the Dead exists to the north-side of Nexia.
And it looks like I don't have to worry about getting lost, because my destination is where there's a mountain of players who are all coming for the same thing.

With a bit of a walk, you can see the entrance that looks like the gate to a temple. I guess in there is the dungeon.

I take my distance from the line of people continuously moving inwards and make my final preparations. Not grouping with a party alone is a beyond reckless act, so at the least I absolutely have to make preparations so that I can use items immediately when I need to.
Items good, arrows good, oils is good, equipment is also good, then charge …

“The Bow user there, wait a second-!”

… I’m getting another bad premonition, but I turn around … there are 5 very colorful people there.

“Uum, did you need something….?”

To that question …

“I am Red!” (Shing!)

“I’m Blue!” (Shing!)

“I’m Yellow!” (Ta-dah!)

“I am Pink!” (Twinkle Twinkle!)

“I am Green!” (Sha-shing!)

“““““ And the 5 of us together, we’re Go…”””””

It looks like they’re about to say something dangerous so I stop them in a big hurry; I abandon my concerns on why there were sound effects stuck in there.

“Stop stop stop! It will be bad if you go any further!”

They did really well to make themselves look like a Sentai squad; all of them are purposefully wearing full-face helmets and wearing armor separated by 5 colors. But man, they’re really courageous, these 5 people. Even though there’s such a mountain of people around, it’s impressive that they’re able to wear this outrageously flashy getup. And then there’s this question I’d like to ask.

“… where’s Black?”

Right, if you were going to have one more color for a Sentai squad, it would be Black.

“… He is, somehow today he has abdominal pains …”

Like it was punishment for a crime or something, Blue told me in a whisper. Somehow the Hero group feeling was destroyed in an instant before you realized it, but that’s better.

“*Maa*, let’s put that aside, *ne*?”

Pink just told us to let it pass, oi.

“Anyway, we’ve become a 5-person party; we were wondering if you with your solo activities would cooperate with us, and so we tried calling out to you to find out!”

Red tried to heat up the mood when it had gotten luke-warm and forcibly blow it over… *maa*, let’s hitch a ride with them; either way, if I go solo I think I probably won’t be able to do much of a preview.

“In other words, this is a 1-time temporary party you’re inviting me to?”

I double-check to confirm. Though I don’t think I’m mistaken.

“Exactly! (that is correct)”

Green declares those lines that make me want to say, oi, it looks like you’re picking a fight with the people who like a certain manga.

“Alright, then let’s move out!”

Red, the leader as expected, raised his voice and we entered the dungeon. When we entered, a feeling like we’d fallen into a hole immediately accompanied us, and then after that we had descended into the dungeon.
The first dungeon has a man-made ruins form. Let’s immediately activate the Thief Skill’s <Trap Detection> …

“Then, let’s-”“Don’t move-!”

Having interrupted Red, who was lighting a light while speaking, with a yell, 5 people & 5 people’s Fairies turned in my direction.
I’ll tell you now; Red has a medium-sized Fire dog, Blue has a large Water bird, Yellow has a small Earth rhino, Pink has a Light wild boar piglet, and Green has a Wind squirrel.

“Looks like we’re facing a really nasty map right away; in this room there are 15 individual traps.”

At that single sentence, the hero sentai members became speechless.
Heroes falling for traps might be an old trope, but it goes without saying that they don’t actually want to fall for those traps.
On top of that, according to <Trap Detection>, there are 4 of them that are red warnings … the last one like that was the flashy treasure chest in that little room the Fairies showed me how to get to before; in other words, it’s the level that’s judged to be instant death if you’re caught in it.

“So that the Heroes aren’t annihilated by the traps, I’ll guide you, so follow me exactly …”

Carefully avoiding places with traps, I slowly proceed. Right from the beginning it’s like this, a dungeon that seriously tries to kill you; it means if you’re negligent you’ll die instantly; if you enter all fired up without suppressing it, it won’t be good.

“… Red’s decision was correct; when I heard we were incorporating another person, I was worried about whether it would be fine.”

“… Avoiding a crisis where we’d all be wiped out is big.”

Blue and Pink chat noisily. Well, yeah, the chance you’ll get a “miss” picking up someone all of a sudden is pretty high; it’s something that will definitely bother you.

“Oi oi, there’s no way the Fairy Queen’s Husband-san is weak, right?”

!? Somehow some really outrageous words just flew out …!?

“Um, that Fairy Queen’s Husband-san is … is that about me?”

I’m afraid of the answer, but I try asking …the response returned was “Looks like the person himself doesn’t know about it,” is it fine for me to cry?

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After escaping the trap room we found ourselves in right away, a passage came next. At this rate, this looks like a dungeon full of traps; without <Trap Detection> constantly on, it would be way too dangerous.

Red's Fairy is giving off light, but as I thought, the range the light reaches has become small; for me, who has the Night Vision ability, it's fine, but for the other 5 it's probably not going so well, so it's probably better for me to navigate too.

The formation is Red and Yellow in the front, the middle is me and Pink, and the rear guard is Blue and Green. Why is an archer in the middle? There's that kind of opinion too, but in a dungeon a rear attack is the most frightening, so it's common knowledge that if you don't arrange it so strong players are in the back, you're screwed. Since Blue has more than enough abilities to be a vanguard too, he's in the back to guard against rear attacks.

Monsters came out soon after, but they're nothing worth mentioning right now.
Whatever you say, these people aren't just people who call themselves sentai heroes; their true abilities are quite high; the zombie and skeleton monsters were insta-killed.
I occasionally made a nuisance of myself at monsters by shooting an arrow for interference, but just that and not much else. That's enough, as Red's sword and Yellow's axe mowed down the groaning monsters relentlessly.

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The exploration goes slowly, but it's progressing; we finally find the stairs that go down to floor 2.
We didn't have any problems fighting monsters, with the hero 5 group's overwhelming strength completely destroying them; the problem was with the traps and treasure chests. I'm the only one who can detect and dismantle, so no matter what it was going to take some time.
With me retorting full throttle about where it was carrying that treasure chest, a large chest drops from a defeated monster … of course with a trap carefully included. We left that treasure chest, with <Trap Detection> listing it as a major danger, there without opening it and continued.

"In the end, about how much time did it take us to get here?"

Red checked the time; I bet nobody at all predicted that it would actually take this much time to get here. The devs said that the goal should be floor 10 for now, but it's not a place where we can reach early on. After all, we have a 1 hour

time limit.

“18 minutes … about; honestly, I would have never thought that the very 1 floor would have taken this much time.”

Blue calmly informs. It’s hard to say whether we’ll reach floor 5, let alone floor 10.

“U-n, at the moment the monsters aren’t anything big, *ne*; the problem is the traps and chests, *ne*.”

Pink said her opinion.

“Sorry; even though it would be better if I hurried to dismantle them … it’s dangerous to get in a hurry and be returned *na*.”

I put out my opinion too; there’s danger in holding back and not speaking up.

“There’s no idiot among us that would give that kind of complaint, so don’t worry; honestly, you’ve helped us survive.”

Was what Green said.

“Anyway, I’ve always thought that if you don’t pay heed to caution, you won’t be able to progress.”

Yellow summarized.

At Yellow’s conclusion, all members nodded their heads in silence and descended the stairs. The dungeon has only bared a small portion of its fangs at us.

SKILLS
[Wind-Blown Hunting Bow]Lv5 ↑3UP
[Kicking Assault]Lv17
[Farsight]Lv47
[Craftsmanship]Lv50
[Small Shield]Lv 3
[Stealth]Lv38
[Physical Ability Reinforcement]Lv21 ↑3UP
[Thief]Lv39 ↑6UP
[Whip]Lv34

[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv33
[Blacksmithing]Lv38
[Alchemy]Lv40
[Advanced Cookin]Lv1

ExP 9

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

His second name from other players is “The Fairy Queen’s Husband-san”
A/n:
Hero 6 Group
Another famous name in “One More” is the “Hero 6 Group.”
Their trait is that you can tell in an instant from their appearance and they are separated by color.
Their player levels are also high; they’re top ranked players.

Since Earth has no interest at all regarding this type of thing, he has absolutely no idea.

The Dungeon and Sentai Heroes? Part 2

We broke through the 2nd floor in an instant; somehow the next stairs are right there close by. This is also probably because of the randomness of luck and bad luck; we immediately descended to the 3rd floor.
After descending to the 3rd floor, proceeding while checking whether or not there were any traps, Green, who was clutching his spear, spoke up.

"Earth-san, is it ok to ask you a question? I know it's generally considered taboo to investigate other people's Skills, but is your Thief Skill over 20? To be honest, with all the traps before now, even without the Thief Skill we've been able to see through them by noting the somehow or other suspicious spots, but in this dungeon it would have been absolutely impossible to pass through with that sort of intuition."

Fumu, if they've been to all sorts of places and dungeons, then of course they've probably had experience stepping on all sorts of traps; they'll naturally be vigilant against places they think are suspicious because of that experience. But in this dungeon, that common sense doesn't apply, huh … that's why Red was going to step forward randomly at the beginning, not knowing that right in front of him a trap existed.

"I won't tell you the exact number, but I assure you it's over 20 *yo*."

Anyway, he's not wrong. It's actually over 30, but letting them know that much wouldn't be good.
… That means, this dungeon was designed so if you don't have even 1 person who's been diligently raising the Thief Skill, you won't be able to proceed.
The me who actually has the Skill over 30 is able to spot the traps, and with releasing them, Thief Skill has been rising at a tremendous pace; I'd like to ask about the expectations they had with this sort of extreme difficulty setting.

"*Chih*-, we can't rely on intuition; it will be difficult from here on, na …"

Blue bitterly clicked his tongue at the dungeon; it must be hard that they can't use even a part of the intuition they've been cultivating up until now.

“*Ne*, I’d like you to tell me just one thing about what you think, *na*, Earth-san; about how much damage do you think the most outrageously dangerous trap you’ve seen would give?”

Pink asked this kind of question; even if it’s just a little bit, she probably wants more information. I decide that since I’ve joined their party, I can give out at least this much information.

“If we’re lucky, partial annhilation; if it goes bad, then I expect that we’ll be completely wiped out in one hit.”

To be honest, this estimation is based on the experience with Wiza-ooo. It’s THAT kind of dangerous feeling I get that I’m making this assumption from. Of course it’s not all just conjecture; there have been many rooms with suspended ceilings; those rooms are definitely dangerous with high risk traps planted there.
With that as my means of analysis, partial annihilation shouldn’t be wrong. A suspended ceiling alone makes it better to leave the room in a hurry; with traps to trip you up as you leave, that combo would really be The End.
It seems like every time there’s a suspended ceiling in a room, there will always be a trap installed as well. It’s a good example that makes you understand they’re seriously out to kill us.

“… No offense to Black, but without someone who can see through the traps you can’t avoid with just brains and tactician abilities alone, this would be impossible.”

Is what Red murmured.

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From the 3rd floor, the monsters have increased to include Wights and Soldier Skeletons, in addition to the Skeletons and Zombies. Wights are the physical-attacks-can’t-get-through-at-all ghost-type monsters; Soldier Skeletons are monsters with the special ability to cancel out magic with a fixed probability; to take out the Wights all in one go, Pink tried to shoot a Light Magic AOE attack, but the Soldier Skeletons cancelled out that magic, confirming that they have the special ability to cancel out magic with some fixed probability.

But, with these Heroes splitting them up, they aren’t really much of an opponent, since with a *smash* they properly send the Solder Skeletons’ bones

flying; the Wights are destroyed one after another with Pink's Light Magic, Blue's Water Magic, and my own newly learned Wind-Blown Hunting Bow's Arts, the Wind-Blown Arrow.
The Wind-Blown Arrow is a fusion Art that wraps an arrow in Wind elemental magic; because it has magic attack power, it can be used against the Wights. I can finally be considered a magic attacker now that I've come to learn magic-bow user-like Arts.
Of course the Fairies near the Heroes also fought; they helped eliminate the monsters.

Well *maa*, there are no problems on the battle front, and fortunately we also managed to release or avoid the traps, and we've also acquired a lot of money and equipment around, but we just can't find the stairs on the 3rd floor.
Even though we were able to quickly pass through the 2nd floor, like this the time we saved will only disappear … we're mapping the floor while we look, but in the end the time it took us to finally find the stairs was over 20 minutes. Right now the time we've used is 40 minutes … in an instant it was decided that, no matter how we struggled, the 10th floor is impossible.

For now, every member switched our course to make it to the 5th floor at least and descended to the 4th floor… the moment I descended a cold feeling ran up my spine. This VR, right…!?
It was like feeling the hand of the grim reaper caressing me … but, I think there's no mistake in this premonition; Red and the others just say, "This floor feels weird." It has the atmosphere like it would be better to move with that amount of urgency.

— That hunch was correct. As we continued the exploration, we discovered a large area that we wouldn't have thought existed in this dungeon; but because it's, frankly, a suspicious area, nobody from our group wants to enter since we think there are traps, but … when we continue to the front of the door to check it out anyway, from the other side of the door, "If anyone can hear us, please help-!!" we can hear another player's agonized voice.

The "those who refuse cries for help aren't Heroes" Red kicked in the door and charged in. The other members of our party stayed around the door; they want to help save the other players, but … unexpectedly the door closed all on its own.

There's 1 trap when the door shuts on its own and traps you inside that requires you to finish the quest inside or else you can't come out. At this time, when you charge into this room, it turns out to be a trap where you have to destroy all the monsters inside or you can't come out. Like this, in order to follow Red and destroy the monsters, all of us proceed to charge inside. Inside is a large number of undead monsters and a disheveled party of 6 people, whose situation you can easily tell at a glance.

The number of undead monsters isn't normal; it's an amount that will clearly overwhelm 1 party. They probably entered because they thought a room of this size should have some treasure … but in reality it was a Monster House. I wonder if the reason for the cold was this Monster House?

Red heads the assault, while Green follows and cleaves through and Yellow sends them flying. Blue and Pink heal the other party, then return to the fight.
Since I'm checking for the presence of traps, I shoot mainly at Wights with my bow. Even though Wights are weak, they can still use Dark Magic and can put abnormal states on you, so I get rid of them as quickly as I can to support the vanguards.
The number of monsters is great, but with the participation of the overwhelmingly strong Heroes, the momentum of the battle was completely on the side of the players. The other 6 person party that was about to collapse stood up again after being healed; they joined the battle, and the complete destruction of the monsters was a success.

[Clear] in blood-spattered letters floated overhead, and I think the door's been released so we can go outside. At the same time a single treasure chest was placed into the center of the room.
But … I, who has the Thief Skill, know; that treasure chest is this room's last trap present.

"Oo, a treasure chest came out!"
The other party is quite thrilled; I know the ability to quickly about-face from almost being annihilated is an adventurers strong point, but … and the man who seems to be the party's leader draws nearer to us.

"You really saved us; to think we would get reinforcements in this dungeon. You have our thanks for saving us from annihilation."

That thanks was honestly stated, and Red gave a “We just did what we had to do,” Hero-like response. While watching the conversation go back and forth, 1 of the members of the other party suddenly sees the treasure chest and drew near it … in a panic I yelled at him.

“Stop, don’t touch that treasure chest! That treasure chest is a trap!”

At that sudden yell, his movement stopped.

“Is your guys’ party trying to monopolize it?”

The player who had drawn close to it expressed his dissatisfaction.

“We have no such intentions; we’re going to leave immediately, and we have no intentions of touching that treasure chest. If you have to open it no matter what, would you at least let all the members of our party leave the room before opening it?”

Facing the player who wants to open it while saying that, I operated the party-exclusive chat.

[“Leader Red. We should immediately leave this room. I, with my Thief Skill, am giving you a warning about that treasure chest; out of all the traps we’ve seen until now, that one is giving me the most dangerous feeling of them all; I want to leave right away!”]

The response was immediately returned, [“Understood; we will respect your judgment.”]
Red faced the other party …

“Then, we will excuse ourselves. Feel free to do with that treasure chest as you wish, we don’t mind.”

So saying, he then calls out, “Then, let’s be off,” to the party. All members hurried to get out of the room and take some distance; it was then that I finally gave a sigh of relief.

“And, so what the heck was that danger?”

Is what came from Blue.

“That room most likely has 2 big traps set up, is what I’m thinking; the first one is to get caught in the Monster House and killed, and the other is …”

When I had said that much, the door that had just been open suddenly slammed shut with some force. … Like I thought, huh?

“And the other way is, death by human greed. In other words, that treasure chest look-alike is put out, and it activates when it’s opened. In other words, the room itself is turned into a death trap.”

There’s lots of that in horror stories, *na*; touch something weird and escape becomes impossible, and it’s The End. Even though it’s a game, I don’t have any interest in listening to agonizing death cries; I gave them a warning, but if they ignore it, it can’t be helped … Let’s think about these somewhat unbearable feelings I have towards the room afterwards.

Because the Monster House took some time, here the 1 hour has expired. Because of this, my first Challenge from the Dead’s dungeon attack ended in forced departure due to running out of time.

SKILLS

[Wind-Blown Hunting Bow]Lv7 ↑2UP
[Kicking Assault]Lv17
[Farsight]Lv47
[Craftsmanship]Lv50
[Small Shield]Lv 3
[Stealth]Lv38
[Physical Ability Reinforcement]Lv22 ↑1UP
[Thief]Lv43 ↑4UP
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills

[Woodworking]Lv33
[Blacksmithing]Lv38
[Alchemy]Lv40
[Advanced Cookin]Lv1

ExP 9

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who

Defeated a Great Foe Alone

His second name from other players is “The Fairy Queen’s Husband-san”

A/N: Challenge from the Dead special rules:

Fundamentally it’s an individual party MO area, but after 3 floors you are merged with another party.

The merge is only for that floor; after going downwards you are split up again.

When meeting, whether you can get along, or whether you can’t get along, is also random; the devs’ tendency towards harassment has come out.

Back Above Ground …

Back above ground I heaved a sigh of relief. After everything's said and done, we've been fighting those of the Undead types; even if it's lights in a fake dimensional world, it's something that feels really real. There wasn't an extreme amount of guro to be had, but even so, having to continuously stare at Undead monsters is pretty tough.

Anyway, we organize the profits; in order to make an even split, all the money and equipment were brought out and put into a pool, then divided evenly. The money for each person was roughly around 5000 Glo; in terms of the profit from the dungeon, it's pretty slim.
It can't be helped, since for now the goal of getting a preview took priority. Though for me, my skills went up all over so I made a huge profit in a portion other people can't see.

Most of the equipment that came out of the treasure chests were sold to the NPC stalls, like longswords and two-handed swords, and knives; there were a ton of things that weren't particularly uncommon.
There wasn't any gathering of the magic and elemental inscribed items called [Magic Swords]. They might have come out of treasure chests from fighting if we had gone a little further down. By the way, currently Magic Swords are unable to be made by players.

How about going down one more time? Though that subject was also raised, the matching opinion was pretty much everyone saying, "Let's stop for today," at the same time. Because the traps were numerous and the time limit was way too troublesome, everyone had accumulated quite a bit of mental fatigue from the dungeon's first sortie.

"*Yosh*, then let's return. Need to put up the information, to a point, on the forums, *na*."

At Red's comment, all members nodded.
I bet the forums are going crazy, but even though there should be a large

amount of information flying about, it's not wrong to cooperate by putting up information that hasn't been uploaded yet, so that even if it's just one step more, everyone progresses to a higher level of understanding.
This isn't a dungeon that you can move ahead in all by yourself while hiding information.

"Then, it's about time that I should excuse myself; thank you for the party."

I judged that around here I should leave the group, so after giving my thanks I withdrew from the party.
Then, in hopes of meeting Black, we registered each other as friends. Meeting up with these members will also probably increase. This is probably a good opportunity for me, who has so far had few acquaintances, *na*; though participating in a Guild is difficult.
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Quite honestly, you could probably say that being able to enter the dungeon together with those Hero members today meant that I actually had remarkably good luck.
Because those people easily defeated Soldier Skeletons; they should be monsters that the average player would have quite a hard time fighting.
They're a formidable opponent that uses a shield to firmly perform defense and have the ability to once in a while use magic above to negate attacks. It would be safer to think of today's dungeon attack as an exception.

Now then, thinking about this time, the things that played the biggest role for me in that dungeon were the Thief Skill, for finding and dismantling traps, and eliminating the troublesome ghost-type Wights; those were the main core actions that seemed the best.
Different from the field outside, almost the entire area, exceptions aside, is narrow; in this situation, the chances of obstructions when recklessly using Whip and Kick as a vanguard are high.
But with Bow in the back as support, there's no interference; since it doesn't need the time to chant like magic; it's also easy to do diversions and obstructive actions.

After that is the treasure chests, *naa* … with regards to human nature, they want to open them deep down.

Through the top 4 floors, about 90% the treasure chests the monsters dropped had a trap in the corner that caused light wounds; they're light traps to the degree that using magic and potions once will give you full recovery.
And as long as you know they're coming, then next time will probably be fine … though I think that, it wouldn't be strange for there to be treasure chests with traps that do area-of-effect petrification of players, forced separation to different places, or at the absolute worst, summons a death-god-like Boss Monster to fight.
It might be only from the trend of the treasure chests that came out from this time's dungeon attack, but this ratio shouldn't be more or less correct. I guess this is another way of inviting death through greed.

Actually, Thief Skill's <Trap Detection> told me that quite a few of the treasure chests had traps that were at the level I don't want to touch… That being said, I can't always avoid touching things. There's the possibility that there will be doors with traps that you have to pry open in order to move forward.
If that's the case, I'll want some tools, tools that assist all sorts of Thief tasks; something like the thing with the 7 tools. Because if I had something like that, then the risk when dismantling should also be reduced …
Later let's try and investigate if I can reproduce it through Blacksmithing.

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When I returned safely in Nexia, talk about the dungeon was being exchanged here and there.
Beginning with discussion about monsters, a number of voices were raised saying that the traps were too brutal. If they didn't train Thief like me, then they should have ended up crying … There's quite a bit of hesitation, since when you learn it you have to spend 8 Exp, but thinking on it now, that amount of expenditure was most likely in anticipation of this kind of activity.

Right now, the main part of the player's discussion is this dungeon's walkthrough.
Like what monsters with special abilities are yet to come, and what preparations are necessary to deal with going through it in the 1 hour time limit. And finally, the luck with maps … for that you can only pray, though.

Walking this dungeon, when thinking of treasure hunting, you have to dive

down in the most efficient way timewise … new items are kind of a given in the depths of the this dungeon; here the devs decided to go with the style of not announcing it until players found them, since it's obvious. I wonder if anything's been added from this time.

While watching all the types of people heading towards the dungeon, I put together my thoughts on next time's prospects and the necessary tools. For now I'll increase my abilities against traps, *na* … It looks like the players will be fighting this dungeon for some time to come.

SKILLS

[Wind-Blown Hunting Bow]Lv7
[Kicking Assault]Lv17
[Farsight]Lv47
[Craftsmanship]Lv50
[Small Shield]Lv 3
[Stealth]Lv38
[Physical Ability Reinforcement]Lv22
[Thief]Lv43
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills

[Woodworking]Lv33
[Blacksmithing]Lv38
[Alchemy]Lv40
[Advanced Cookin]Lv1

ExP 9

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

His second name from other players is "The Fairy Queen's Husband-san"

A/N: Challenge from the Dead Special Rules Part 2:

There are also trapped doors that are one-way only.
After entering them one way, when you try to return it becomes just a wall.

It’s a trap because, once you opened it, even if you clear the quest in the room you just entered, it won’t open. Trapped doors begin to appear on the 3rd floor down; from the 7th floor down they increase.
A person with great luck might be able to avoid meeting any … that’s the kind of frequency this trap has.

Extra Edition; Forums

Challenge from the Dead Information Forum No. 4

1: This is a forum to gather information related to the Challenge from the Dead.
Absolutely no trolls. Since 950 people had posted, I made the next thread.

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144: Gathering together all the info we have at the moment; having Thief Skill is absolutely necessary, always assume there's traps, and don't say Thief Skill is overkill; is that OK?

145: That's about it, right?
For the monsters, Zombies and Skeletons are weak, but Wights and Soldier Skeletons are about medium.

146: Actually, forget monsters, death by traps is a lot more-ish?

147: Traps are scarier, *ne*, at least for now. Some nasty guys might come out in the floors we haven't got to further down, though.

148: No one has the impossible Thief Skill required, *naiwa*-.

149: Even in my Guild no one's taken it, so we're a wee bit in trouble …

150: 'cause it throws all your plans and stuff full-blast out of order; that 8 ExP needed to take it is heavy as shit.

151: But actually, it's not if you get down to it; even though I thought it would be fine without, I was a dumbass and suicided a few hours ago.

152: >151 what happened?

153: They're different from all the other traps up until now; you can't get any sort of feel for them *naa*, the challenge's traps.

154: >152, staggering from a landmine I stepped on, I fell into a pitfall that was there and died from the fall damage …

155: > Are you in some old cartoon skit or something? Lol, the total slapstick victim, *na*, lolololol **156:** >154, dumbass; good combo lolol

157: I'm not 154, but since the number of traps really are a lot, you just continue to step on them one after another, *ne*.

158: Actually, there's quite a few instant-death combos … when you step on one, it's over; ridiculous.

159: But traps and all are things that are supposed to be like that … Eh? There's a game like that *na* …

160: 159> don't say anything more about it.

161: >155&156, I was seriously depressed when I took the hit …? If it was you guys, you'd be depressed too.

162: > MonHouse (monster house) is also properly included, but it's beyond nasty …

163: >It looks like you can't exit it, the MonHouse. There's nothing you can do other than to get completely wiped out.

164: Is it impossible to get people on the otherside of the door to open it so you can leave?

165: >164, I tried it but got stopped by an invisible wall; it's impossible. The devs here aren't that soft.

167: A, so it really won't work.

168: And there are a lot of them; when you go to enter a large room, you better go in prepared, *yo*.

169: But there's a good chance of there being treasure chests, *na*, ~ big rooms.

170: Yeah,yeah! A lot of gold rolling around in your hands – like that, *ne*

171: And then you die in a MonHou, lol

172: yeah, like that, like that, lolol

173: oldest trick in the book lol

174: But you know, this is from a previous party, but there's this story about

when they were trapped in the MonHou and another party came in to save them.

175: Ho ho, and then?

176: And then the party that came to save them were really strong, and they helped heal them; up until they won, everything was good.

177: E? It's not over after they won?

178: They have to open the treasure chest after for it to be over, right?

179: You'll need to split it equally among everyone in the room … A, could it be that they got kicked out and it was stolen?

180: It's pretty much what you guessed, but when he went to open it, the mob-looking bow user said, "There's a trap, don't open it!"

181: E, as if the reward treasure from the MonHou would have a trap…

182: A super easy-to-tell thief – lolololol

183: Anyone who reads this here won't fall for him lolololol **184:** And a bow; an idiot, he has to be an idiot lolololol **185:** And, that party also thought that, and said, "Are you trying to monopolize it?"

186: Damn right.

187: Of course, you need to stand up to thieves.

188: Just because you came to save them, you can't just take all of it.

189: Un, he didn't do anything wrong.

190: After he said that, it seems the other said, "We'll be leaving right away, so don't open that treasure chest until we leave."

191: Heh?

192: He's … not a thief?

193: Oi oi, the direction of the story is changing.

194: And then, they really left the room super fast, it seems …

195: Ee-? Why are they abandoning the reward?

196: I've heard of the practice where they save you from the MonHou and demand everything, but this is the first time I heard of abandoning it.

197: Are they just nice guys … well, that's not the feeling I'm getting, *naa*?

198: Isn't it simply because it's their first challenge so they don't know?

199: A-that could be it.

200: And after they had left the room, he opened the reward treasure chest, and then …

201: Rare drop-?

202: Something good come out? I mean, you're dragging it out like this.

203: **excited**

204: … a ton of Grim Reapers came out of the treasure chest and killed them …

205: Ee-!?!?

206: There's that kind of trap too!?

207: They couldn't escape? Those guys.

208: They probably couldn't fight them? Just from what I heard. First of all, they couldn't fight, since it seems like their weapons just went through them.

209: What's with that, then it really was meant to be a trap?

210: Just slipping through is impossible-

211: And then the door of the room closed again and they couldn't open it to escape.

212: Uwa … they got done.

213: So you mean they can't escape until they die.

214: Even though they completely thought there weren't any traps at all until they opened it … scaaaary!?

215: That trap; it's a trap we've never heard of …

216: Then, the bow user was totally just trying to warn them.

217: He was a good person, then.

218: And just look at you guys before; you were totally treating him like a thief lol **219:** How did the bow user see through it …

220: Cause his Thief Skill is high level, not gut instinct?

221: No way it was his gut, with that kind of trap detection ability, he'd never die.

222: So then it's purely because he has a high-level Thief Skill?

223: Bow and Thief combo so he can do Search & Destroy, that's not so weird.

224: I get that it's useful if for fighting long distance, but leveling it up to there?

225: Anyway, there's that sort of trap too, so everyone out there, be careful.

226: Isn't this info that should be posted on the Wiki?

227: yeah, I'll go do that.

228: Thanks for your efforts.

229: Thanks.

230: That was good info; it was a bit long, but I approve.

231: Or like, there are really that many traps? There are a lot of stories about having Thief Skill but still triggering them.

232: And the ones with high levels are probably all snagged up by the Guilds.

233: A stray Thief is pretty rare, *na*.

234: No, well, right now they're even more rare?

235: You said it … we've got tons of people with combat capabilities, but people with Thief are SERIOUSLY few.

236: Once in a while there are people who say they have Thief so add them, and they're always picked up right away.

237: but if you want to enter the dungeon, it's a dilemma **238:** Yeah, yeah

239: I totally feel your pain …

240: It really feels like we're playing THAT from a long time ago …

231: I even have GuilMem(guild members) who've had their spirits broken, so I understand your feelings …

242: It's a dungeon that really tries to kill you, *na*– **243:** All the guys who half-heartedly play are probably stunned – *na*.

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A/n: Since this is an extra edition, there is no Skill Writeup.

And, it's the net forums.

Small Tools Manufacturing, and the Fairy Queen's Duties?

"*U-n* …, it's going pretty well … though I'd like to get it about twice as thin …"

I groaned at the forge, causing Boss to raise his voice and call out,

"What's the matter, Earth, are you making something weird again?"

He said this kind of thing; I don't like it, but with my reputation I understand why.

"No, this time I wanted to try making small tools a bit, though."

That's right; what I'm making this time are lock-picking tools to use for opening treasure chests and other things that need keys. Of course this is purely for use in the Dungeon; don't get me wrong, you can't steal from Players or the town's NPCs.

"*Ho-*, stuff for what all those tons of guys were complaining about, that new dungeon with all those traps."

Interested, Boss leaned forward.

"Yeah, for now I can try to dismantle things to some degree; if I have this type of thing on top of that I can dismantle them even faster; hitting on that idea I tried to make it but … if I try to make it any thinner with my abilities, I'll break it."

Out of the 7 tools for dismantling traps and opening things that need keys, I've already made 6 of them, but the last one is the most delicate lock-picking tool and it's not easily made. To tell the truth, rather than Blacksmithing, it's more in the direction of Craftsmanship though…

"Hand it over; this time I wanna try it."

So saying, Boss took the unfinished lock-picking tool from me and began working on it with his tools.

In front of the blazing fire, he calmly proceeded to do the tempering and the

sensitive work that the current me was unable to do. Compared to before, the lock-picking tool got thinner and thinner, but from the degree of shine you can tell that its strength hasn't fallen at all.
If I did it myself, the shine would clearly become dull, and then it would snap.

"Like this? Is this the shape you wanted?"

It's perfect … as expected of someone whose primary job is Blacksmith; it's nothing like the work of someone who's only half-invested like me.

"Thank you very much; it's been done even better than I had planned for."

I hadn't imagined that the tip would have been thinned to this degree.
It was even thinner than a 1 millimeter pin. Like this, it looks like it could even go against the most troublesome treasure chests.

"I've learned a lot from watching Boss' skills.

So saying, I bow my head; I really am grateful to be able to watch a top-class craftsman's work. Boss said, "*Ou*, you do your best too, 'cause it's only gonna be free this time." … He's got a really big heart.

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Putting away the 7 tools made for the labyrinth, I thought I should face replenishing my dwindled supply of arrows; in order to get wood materials I went outside of the town, and after walking a little ways … the Queen suddenly appeared in front of my eyes.

"Yoohoo, have you been doing good~?"

This time she's appeared in her formal wear, that is her rod and black dress, as well as wearing a crown on her head.

"You came out of nowhere as always, *oi*. It really freaks me out, you know?"

This is the truth; actually I did have a slight premonition, but I just want to say this.

"Then should I make a flashier entrance? Like with music."

Entering with music, are you some kind of pro-wrestler? Would you be finished if I back-dropped you with a DDT?

“*Haa, maa*, fine. So? Since you’re wearing formal wear, was there something important?”

The formal wear she came with is the one from that event.

“Yeah, after this I have work to do. I need to hand over the Contract Crystals for the new adventurers from the humans to be able to contract with my fellow Fairies.”

Come to think of it, that kind of event existed. In order to give a single Fairy Contract Crystal, limited to new players, they received a mail asking them to wait to gather at a specified place.

“What I had to do wasn’t just limited to handing them over today, *wa*; writing all the mail was pretty terrible. Though I did have some human helpers cooperating with me.”

The “helpers”, it’s probably the Game Masters *na* … although it’s because I can’t think of any others.
Actually, it wasn’t mass-mail, but handwritten!? What the heck is with that outdated method.

“And so, I’m off. Let’s meet again after, darling.”

S-mack!

“I have no memories of being in any kind of relationship with you …”

Since my second name became something I really hate, it’s become a thorn in my side … I want to believe that the feeling it won’t be removed anytime soon is just my imagination.
By the way, the harisen that I struck her with is treated as a blunt weapon, but it’s a manufactured item with the damage fixed at 0 while giving off only a loud sound at its core.

“*Uu*, my hair I had all fixed up got a little messed up …”

Fidgeting, the Queen took out a mirror and reset her messed up hair. That part of her is really like a girl.

“The smack is a bit to strong, huh …”

The Queen who had finished fixing her hair put away the mirror, said, “Well

then, if you'll excuse me," and took her leave. So that girl is managing that sort work. It's strangely reassuring.

I cut down a number of trees, and at that point I go back to the town to mass produce wood arrows, and combined together with iron I mass produce iron arrows; in order not to be troubled whenever I next go to the Dungeon, I made 3 times the normal amount of arrows.
With this I'll be safe even on a day with a lot of monsters. Though my arrows aren't red.

Craftsmanship has reached 50, but with this Skill it looks like you can't continue to the Advanced Skill until you raise it to 99; it looks like that will be some time away … I want to say that if I produce something everyday I'll reach it some day.

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With the mass production of arrows complete, next is making food and putting out a street stall, so while I was making the food, there the Fairy Queen's completely exhausted form appeared. My hand stopped for a moment.

"A,aren't you a little worn out?"

While resuming my work, I ask that; she looks this worn out, but because it's her she probably won't die.

"It was fine while I was handing out the crystals, but after that … who cares about what my three-sizes are!? What's the use of knowing what my type is!? What will you do after hearing about what kind of food I like!? What do you mean, am I OK with affairs!? And all the other questions that don't make any sense kept coming! 'Where should I go to meet with you' – I don't have any reason to answer that, *naiwa*! I wonder how humans can ask such questions seriously …"

Guys who ask those kinds of things exist everywhere, *naa*; but you know, even if they don't do it with bad intentions, it's annoying *naa* … could they have fallen for her?

"I, I see, that sounds like it was a disaster …"

Naturally I greatly pity the Queen.

“Since there wasn’t any helping it, I forced all the children who asked such questions into a Battle Field where you can revive 9 times and beat them down 10 times.”

“Oi!? What the hell are you doing!?”

Calmly using the revival magic that hasn’t been found as of yet to thoroughly beat them up, are you a demon… ?

“But, but, when I did that, ‘In our line of work this is a reward,” they said that with an ecstatic smile!? Isn’t it scary … humans are really scary …”

… … No Comment, I have absolutely no comment!

“Thanks to that I was worn out in an instant … events are things that can wear you out to this extent, *ne* …”

Maa, the devs probably also had a hard time during the event … but this time this girl as well was worn out, huh? In some ways, these HENTAI gentlemen might become a legendary star in the sky, my sympathies.

“And so, please! Let me have a lap pillow, pat my head, and sign a marriage registration!”

“Isn’t that last one clearly strange!?”

And then, before I was finished cooking, we had a mutual, stand-up comedy-like back and forth conversation, in the end she came back to me giving her a lap pillow … I know I’m only digging myself in deeper but … in the end I thought it was fine to spoil her a little this time and gave in to her demands. When she got carried away, I hit her with the harisen, though.

SKILLS
[Wind-Blown Hunting Bow]Lv7
[Kicking Assault]Lv17
[Farsight]Lv47
[Craftsmanship]Lv51 ↑1UP
[Small Shield]Lv 3
[Stealth]Lv38
[Physical Ability Reinforcement]Lv22
[Thief]Lv43

[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34 ↑1UP
[Blacksmithing]Lv39 ↑1UP
[Alchemy]Lv40
[Advanced Cookin]Lv1

ExP 9

Traps and Thief

Now that I've finished the 7 Tools, after putting out the street stall with the Potion Juice and the food I made, I'm set on diving into the Challenge of the Dead solo.
I'm avoiding battles to the best of my abilities. Because the goals I'm striving for to the bitter end are dismantling traps with the 7 Tools and improving my ability to unlock doors … my main role among Players.

Coming solo was the right idea; since it's a completely different feeling to the first time I stuck my toes in, I triggered several traps and took some damage some dozen times.
Even so, I didn't take long to grasp the handling and intuition with the tools; compared to dismantling them with my fingers, it looks like I'll be able to cut down the time it takes to dismantle by 20% to 30%.

Of course with so many factors that made me uneasy, this is why I didn't immediately go diving in with a Party; I want to get a little more used to dismantling traps. Not just simple traps, I also want to be able to dismantle traps with a high degree of difficulty or else it's likely I won't be any help on the levels further down.
Incidentally, there are also a large number of dangerous traps that cause chaos by inflicting Paralysis or Petrification along with damage … of course I took a Death Penalty many times, but I can't just shrink away from just that much.

From time to time I'd dismantle traps together with Black from the Sentai Hero group, and we'd talk about all kinds of things.
Through small talk, we exchanged information on the state of the game and information about the traps. Two guys chatting while dismantling traps in a dungeon; it might look a little unnerving for others to see.
The times I'm together with Black, we also get into battles; neither of us have really great weapons abilities, so it serves as training. When a treasure chests comes out, in order to raise our trap dismantling and lock-picking abilities, we both examine the traps. The profits themselves aren't much but when it's done

to raise Skill Lv it's an extremely lucrative time.

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The Thief Skill Level has also reached 50, and I can advance the Skill but … here I'm compelled to make another choice. There's the Advanced Thief path or the new Chivalrous Thief to choose between.

Advanced Thief is simply a superior version of the current Thief; the things you can do are the same, though of course the abilities themselves are improved … to upgrade it requires 3 ExP.

And then with the other 1, Chivalrous Thief, you can directly steal an item from a monster, and if you hide your form and do a Sneak Attack, a damage bonus seems to be added in.
To learn all that, the required ExP is, what the, an extraordinarily large amount, 10. Acquiring Thief used 8, to use an additional 10 is …

— But for people like me (…lol), to be able to immerse yourself in feeling like William Tell and Robin Hood seems like it might be good, so I selected Chivalrous Thief, and pushing OK, I completed my selection. I can only pray that the results are proportionate to the ExP expenditure ….
Though, of course if I shot at a kid with an apple on his head, I won't have the ability to shoot it off.

————————————————————

Even if I have Chivalrous Thief now, the basics of what I have to do wont change; relentlessly practice dismantling traps.
It feels like whether you continue this so-called dull work or not decides whether you can make it in the MMO world. The 7 Tools already make the sensitive parts better; I should make clear notes on what parts should be changed to make using them even easier.

I'm spending pretty much all my play time in the gloomy Dungeon; when I went out I, who felt that the light was so bright, was a little dismayed; isn't this like the life of a person who works all night straight through the dawn?
For me who has both the Stealth Skill and Night Vision, even if I'm in the Dungeon that usually requires a light source, I can still carry on my activities in the pitch blackness. Actually, this reason alone is the main factor as to why my

encounter rate with monsters has largely dropped.

However you look at it, one of the ways these undead monsters running rampant in the Challenge from the Dead detect things is by seeing unnatural light; in other words, thanks to the detection abilities they carry, if you're surrounded in light, it makes it easier for them to approach you.
With a single suitable light source, like walking through the Dungeon with the light coming from a torch, to say that the Zombies and Ghouls will find you better and more often isn't a mistaken expectation to have.
Somehow I am the safest in the case where I plunge in solo, aiming to run through avoiding combat with monsters and reach the 10th floor, making me a proof to that theory. After I raise Chivalrous Thief a little bit more, I think I'll give the Challenge a go.

According the web forums and talking with Black, the person who's gone the furthest seems to have reached the 7th underground floor. But there the traps increased even more, and the hidden doors and trapped doors increased so it seems it was tough going.
Of course they were accompanied by someone who had the Thief Skill, but even so, the story continues that, even with spending time to dismantle the trap, it activated and wiped them all out.
Black and the Hero Team also pushed themselves, but it got tough for them on the 6th floor onwards.

It's not just the traps; on the 7th floor, at last there was a Lesser Lich prowling about. Its name might have "lesser" attached to it but it's still a Lich; you can think of it as a lower-ranked Lich, but if you think about it another way, this points to the possibility of a truly powerful Lich further down in the depths.
The Lesser Lich's attacks were mainly magic; obviously 1 hit would really hurt, but it's a nasty monster where a direct hit would give you Paralysis or Frozen statuses, and beyond that even induce Break Arm.
And that at that Lich's side, a Soldier Skeleton is stationed. The Forums are saying that from the 7th floor onwards, it's the real deal.

Even while continuing my trap dismantling practice, from now on I'll have to think through my dungeon capture plane.
For now, from my several times solo, I should see if I can make use of the

complete stealth style to reach the 10th floor or not; after that I wonder if I should do a pick-up group as someone with the Thief Skill, or should I go with Zwei's Guild or the Hero Team … it will probably be something like that.
In the first place, there wasn't any sort of official announcement on what's on the 10th floor, and I have the inquisitiveness to want to see it before information starts getting passed around; in order not to end up in the situation where curiosity killed the cat, I have to properly hone my trap finding and dismantling abilities or else.

The Challenge from the Dead that will devour adventurers without mercy. The ones who made it to the depths are currently 0.

SKILLS
[Wind-Blown Hunting Bow]Lv7
[Kicking Assault]Lv20 ↑3UP
[Farsight]Lv48 ↑1UP
[Craftsmanship]Lv51
[Small Shield]Lv 5 ↑2UP
[Stealth]Lv38
[Physical Ability Reinforcement]Lv24 ↑2UP
[Chivalrous Thief]Lv2 (NEW!)
[Whip]Lv36 ↑2UP
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv3 ↑2UP

ExP 2

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

His second name from other players is "The Fairy Queen's Husband-san"

A/N: Once you reach Lv50 in Thief, you have the possibility to choose to make

either Bow, Throwing Weapons, or Daggers your number one greatest weapon Skill.

In addition to Thief ability, you get the abilities to steal items from monsters, increased Sneak Attack, and increased damage from quick-draw of projectiles and knives.

In exchange, the ExP required for the acquisition is a heavy 10 point expenditure.

The Person Waiting on that Floor

With the Chivalrous Thief Skill leveling up to 15, I can finally begin my solo attack into the Dungeon's depths. By the way, it looks like other people are mainly grouping up with fixed, Dungeon-exclusive parties, so the cases where lone people get recruited have largely decreased. It's the nature of the Dungeon; there's no helping it.

Even so, I've challenged the Dungeon 32 times. There are also times where I've taken the Death Penalties.
For the Time Attack, shaving off useless movements, raising my speed, seeing through traps, fooling the detection of groups of monsters that had just noticed me, I repeated these every day.
Everyday I challenged it at least 3 times, and on holidays I challenged it around 8 times; it was about that many times I returned; from other peoples' points of view I must look like a lunatic.

And now this will be the 33rd challenge.
I'm more aware than ever and I'm in good form, so my concentration feels like it's increased; trap detection, monster detection & evasive route selection, and quickened movements are actually going quite smoothly.
Several times monsters had gotten quite close, but there I'd hold my breath and evade their searching. It took me around 8 times to realize that those guys also react to breathing.

— Right now I'm on the 9th floor … the remaining time is barely 5 minutes … it's a level where, not a Lesser but a full-blown Lich is prowling. If the Lich finds the solo me, I'll be destroyed.
No, in a purely 1 VS 1 I can make do somehow, but on this floor, if I fight then the other Undead will react in an instant and come assault me. Naturally I don't have the abilities to smoothly deal with that amount solo; because of the Lich's Dark Magic, if it throws a lot of Bad-Status inducing magic around and ties down my movements, the other monsters will come and do me in.

Killing off my breathing, killing off my presence, increasing my thinking abilities,

in the darkness using my Dark Vision ability and making full use of the Farsight Skill to run away, I, all by myself, reached the stairs to the 10th floor. What could be waiting there, what could be found there, there's nothing for it but to go and see; for this purpose only I kept descending 32 times.
Physical Ability Reinforcement has become Lv30, and I acquired the so-called passive art <Movement Ability Reinforcement>, enhancing my movement abilities further. Using everything I had to seek out the stairs on the 10th floor … the time left is 1 minute 14 seconds.

With just 24 seconds left I found the stairs.
But around these stairs a large number of traps have been arranged all around it. I don't have any time to waste dismantling so, reluctantly, I use <Fly> to enhance my jump height and jump over traps with low-degrees of warning.
Of course the traps I stepped on went off; this time, the traps I stepped on were the common traps that shot spears out of the ground; of course I took damage and shaved off some HP.
But right now I bear the pain because time is dear, just putting up with even the pain of feeling sick; with my eyes on the stairs I jump one more time, using <Fly>'s glide ability to remain in the air, somehow reaching above the stairs, I race down them.
The time left is displayed as 3 seconds …

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Partially down the stairs, I check that the time-limit timer display has stopped completely, and finally I release a huge sigh, then take a deep breath.
— I barely made it, but it was enough. My first emotion was relief, then gradually I got excited; it finally dawned on me that I was actually standing where no one had gone before.

After that I slowly descended the stairs, drinking a Potion Juice and eating meat grilled on a skewer to recover HP and MP, as well as hunger and thirst.
But man, these stairs are frighteningly long, I've already walked 20 meters and I still can't see the end.

" … *Hou, hou, AT LAST there art a single man OF the humans THAT hast DESCENDED to this place.*"

Suddenly that hoarse voice echoed all around.

"… Who the heck's there?"

Did someone else already get here? And that voice …

" … Mine name IS Andre … a knight OF A CERTAIN empire I AM … THOUGH THAT be a story OF long ago … MOST LIKELY YOU wouldn't know OF THE name of mine empire; HOW MUCH time has paSSED I NO LONGER know."

I'm descending the stairs, but I still can't see the end.

"*Right now the stairs YOU ARE descENDING are particularLY lonG …TO PASS the time I thouGHT MINE tale WOULD BE good… back THEN THIS great labyrinth OF THE dead TOOK lives of The empire; to investigate THIS labyrinth, TO seal it, I entERED it."*

… hm.

"But you couldn't finish that task?"

A short silence occurred before the voice echoed again.

"*You ARE correct, IT IS as you saY … many subordinates I HAD BUT, THIS labyrinth'S traps, eatEN BY FRIGHTFUL monsters, deATH, necks seveRED … atroCIOUS deaths OCCURRED, our numbers WERE reduCED … MY subordinates, MY comrades, IN EXCHANGE for THEIR blood, I pursued our course and REACHED HERE …"*

The voice sounded like it was going to cry.

"So there … what was there?"

There was silence again. It was strange that I could hear my footsteps loudly as I descended.

"*THERE was nothing."*

I didn't expect that response.

"… Nothing, at all …?"

What's up with that? The ancient knight's story continued.

"YES, nothing AT ALL, ALL THERE was THERE WAS an empty space WITH

nothing … YES, NOT EVEN air.”

!? … That has to be the penultimate trap, that space.

“Then you entered it …”

There’s only 1 thing I can expect would happen.

“*IT IS as you expecTED, the moment I enteRED, I diED. I underSTOOD THEN what HAD happened, I WAS forced TO entER THE ranks of THE liVING corpses … the me NOW is a Skeleton Knight, AND NOW I can ONLY call out WITH my voice temporARILY … HOW LONG has it BEEN SINCE I COULD REMEMBER times from beFORE…”*

… There’s one thing I want to hear.

“Um, that space you entered; does it still exist even now?”

The response came quickly.

“*NAY. I HAVE deSTRoyed it. Ironically THE me now can uSE magic that I COULDN’T in LIFe, WITH all THE magic I could uSE, I destroyED THAT space … THE lives THAT TRAP will claim will be 1 ONLY; myself …”*

So he’s a knight even in death …

“… I can see the end of the stairs, so this will be my final question. … What is that you want?”

I bet … it’s probably…

“… I, kiLL me … TO reTURN TO my comrades … livING any LONGER … I’m tiRED of IT, I AM NO LONGER myself aNYMORE … I DON’T WISH to JUST add to THE monsters’ ranks, FOR that I HAVE enDURED, BUT I HAVE reACHED my limits. AlreaDY … THIS body HAS ALREADY fallen TO THE desires AND actions OF A monster.”

So it was like that after all. The stairs have ended, and a door that looks like the end appears.

“*AnY sympaTHY for me IS useless, thiNK OF me as JUST a monster and deSTROY me … my consciousness is ALREADY fadING … I leave IT … TO …yo…u.”*

This is his, the Knight Andre’s, final words.

The one who welcomed me in that room, clad fully in heavy armor with a sword in his right hand and wielding a large shield in his left, was a boss monster, a Skeleton Knight.
There's no one here to see … no, I bet the Grim Reaper is probably watching; right now, in the Dead's labyrinth, a duel is about to begin.

SKILLS
[Wind-Blown Hunting Bow]Lv7
[Kicking Assault]Lv21 ↑1UP
[Farsight]Lv49 ↑1UP
[Craftsmanship]Lv51
[Small Shield]Lv 5
[Stealth]Lv40 ↑2UP
[Physical Ability Reinforcement]Lv30 ↑6UP
[Chivalrous Thief]Lv18 ↑16UP
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills) Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv3

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone
His second name from other players is "The Fairy Queen's Husband-san"
A/N: Secret Boss, The Remnant of Knight Andre

Conditions:

Solo down to the 10th floor.
The number of Dungeon Monsters you have defeated since entering the Dungeon must not exceed 30.
The number of times caught in traps must not exceed 10 times.

As long as you can fulfill the conditions just once, you can fight him.

Power of an Outside Force and Human Will

— *Kukukuku … kakakakakaka-!*

“Finally, finally he gave in! Finally this body, this sword, was left behind! I’ve been waiting!”

The Skeleton Knight started laughing.

“And even better, my luck is good! There’s a convenient living human here, after killing you off and drinking your blood, won’t my body be strengthened even more! *Kakakaka-!*”

The Skeleton Knight continued to repeat his loud laugh, all smug.
… For an opponent like this, a greeting like this is suitable.

Thud-! With that sound ringing, a Heavy-Bludgeoning Arrow struck the Skeleton Knight square in the face.
Since he’s wearing heavy armor, just about the only place I can aim at is the head.

“You, what are you doing!?”

He’s raising an indignant voice this time, so I also raise my voice.

“Shut up. I don’t want to hear your voice, it’s disgusting.”

I don’t have any intentions of speaking politely to this lowlife. I quickly ready an arrow and fire.
But it’s obstructed by the shield, and a dull *clang!* sound rings out as it falls.

“You are the kind of guy I like to torment to death … Why don’t you play with me for a while?”

Giving out that single statement, the Skeleton Knight took one step forward … and in that instant he was right in front of my eyes.
This guy, he closed the about 20 meter distance in 1 second! His body is giving off light, so is this also an Art? One exclusive to monsters …
Even if a player used the Wind Magic’s <Wind Booster>, accelerating abruptly

like this is infeasible!
Like that, he swung the longer than a long sword and heavy-looking knight's sword he carried in his right hand in my direction, dammit, I was disoriented for a moment, so my evasive maneuver isn't going to make it!

"It's over, what worthlessness."

Saying those words, the Skeleton Knight swung his sword down. But, I yell "<Shield Parry!>", and that art for the shield equipped on my right hand, <Shield Parry> was invoked.
This Art drastically increases the ability to repel for a short time, and it instantly reflected the knight sword that was swung down, avoiding a direct hit.
… But even so, my HP was reduced by around 10%; if I took a direct hit, it would be instant death just like this guy said.

"It'll be a problem if you just decide it's over by yourself, *ne*."

For appearance, I trash-talk. Whether you have the leisure to or not, putting up a front by trash-talking is also a kind of exchange. Whether it's words or tools, I'll use whatever I can use.

"So you avoided the first attack … *kakakaka*-, that's right, you shouldn't break so easily."

From there it was a bit of a stand off … then suddenly both of us began moving.
The Skeleton Knight's instant acceleration is, naturally, unable to be used consecutively, and without it, his gradual advancement speed was slow. I shot numerous Heavy-Bludgeoning Arrows at his face … the majority were cut down by his sword; the ones defended against with the shield more or less grazed the area around his face, giving grazing damage.

"*Fun*, the limits have been released, huh … come on, do you think you can endure the next one?"

The body of the Skeleton Knight that said that glowed, it's coming … I immediately flip my bow to store it on my back.

"Hou, so you're going to take it head on; that is good as well."

And then he instantly accelerated again. … and who is it exactly that he thinks

is going to take it head on?
From my breast pocket I grasped 3 bottles in my left and right hands, taking out 6 bottles total of Enhanced Oil. The Skeleton Knight's Art, the one that closes distances instantly, I bet this guy can't travel in anything but a straight line; no matter how much, in the middle of his instant acceleration, if he tries to divert the course he would probably destroy himself; this world's magic isn't that omnipotent.

"You're the idiot, Skeleton Knight!"

I lightly threw the 6 bottles of Enhanced Oil in 'the spot a little in front of where I was' and then jumped back with <High Jump> to escape the area of effect of the Enhanced Oil.
The Skeleton Knight plunged into the heart of the explosive flames, and so …

"Guoooooo!? This fire … damn you, you planned for this! Such impudence!"

Anyone who uses the same thing twice in a short time can only be an idiot, though I'm not going to say it.
And then, because he's an Undead, there's the old trope of him being weak to fire, and because of the heavy armor, there's no way he didn't take a direct hit; even so it's a lot more work than attacking with Bow.

"There's no way I'd go head to head with a guy like you."

I don't know how they trapped Andre and his group, but at that time the words 'fair and square' were probably irrelevant, and so I as well will use every trick I have.
And so I let the still-blazing Skeleton Knight eat another Heavy-Bludgeoning Arrow.

"Then, you should try taking this as well!"

So saying, the Skeleton Knight swung his knight sword down on the spot.
… and immediately afterwards black blades aimed at me came to assault me! You mean he can reach me at full-force at this distance with those blades-!? Since this was completely unforeseen, I got stabbed.

"*Gu*-! Shit…"

I only just barely managed to avoid a direct hit, but I instantly covered my body

with my left arm.
Thankfully the shield protected my right hand, but any other movements were impossible.
The X-Bow fell from my left hand. And on top of that, a numbness ran up my whole arm from my hand to my shoulder; like this I won't be able to carry anything at all.

(Of all things, against such a formidable opponent, I've now received Break Arm!)

When I look at my HP, there's not even 40% remaining; in otherwords, my arm took over 25% damage so it was judged to take Break Arm; it's probably fine to say that I've made a huge blunder …
This is extremely bad; the numbed left hand can't hold weapons or tools at all, and it's numbed to the point I can't move it; it can't do anything but hang there loosely. There's no way the Skeleton Knight won't notice.

"*Ha-ha-ha!* Doesn't it look like your arm is out of order? It's impossible for the you who can no longer use a bow to win against me!"

The Skeleton Knight leisurely recovered himself.
I immediately took out an Uncommon Potion and drank it to recover my HP somewhat, but … the numbness of my left hand won't go away; this is really bad.

"But, you're a tenacious bastard, so I will give you all my attention!"

Saying so, the Skeleton Knight's body glowed three times and he came charging in, though kind of at my left side…? There's nothing I can do but jump to the right to evade; completely focused on throwing the oil, my focus hasn't recovered yet to think about anything else, and since the amount of Enhanced Oils is few, I can't pointlessly use them.

"With this I've separated you from your bow, *Kakakaka-!*"

I've been had …! Like this, even if I recover from Break Arm, I can't pick up my bow!
It can't be helped, I'll have to use one of my hidden cards.
Making up my mind, I raise my numb left hand and reach my right hand up to the handle attached to the Secret Metal Shield, activated the hidden mechanism of the shield, and transformed it into the Secret Another Bow form. With a *klack*,

clang metallic sound reverberating, the shield finished transforming into a bow.

"I still have a chance; it's too soon for you to celebrate!"

If you lose the mental battle you lose the war; I understand that, so therefore putting on some bravado is fine, and hearing my voice reinvigorates me.

"You! You still had that kind of hand to play!"

For the Skeleton Knight as well, it must feel like the advantage he thought he had was suddenly thrown off and returned.
… but actually, the Skeleton Knight is the one with the advantage. This Secret Another Bow has a number of faults.
1 of those is [the usable arrows are limited], therefore the penetrating Twister and the bashing effective Heavy-Bludgeoning Arrows can't be used at all.
And another 1 is [Arts cannot be invoked]. Since I brought a mechanism that wasn't in this world in, since this isn't a bow from this world, the judgment was made that the Arts cannot be activated with it. There's nothing I can do about these two faults.

That said, even so I have preserved the ability to attack from a distance, and the fact is that simply firing shots with my own power with Another Bow is advantageous, and since the draw power required has become less, the rapid-fire ability has increased. Without relying on arts, I raised the rotational power and, just a little bit, shaved off some of the Skeleton Knight's HP.
Even so, I really am going to need to recover that X-Bow behind the Skeleton Knight in order to deal the finishing blow, since I bet I'm going to need Arts to drive the nail into the coffin… but it won't do to panic … if I don't focus on shaving off a little bit at a time right now …

"*Gu-*, though I thought you were just a frail human … it's unavoidable!"

So the Skeleton Knight said, and readying his shield he charged in. Shield Charge; of course he can do that.
With minimal movements I retreated backwards and avoided to the left side, and with that I should have been able to evade … but the Skeleton Knight, with the Shield Charge still up, altered his course towards the me who evaded!
For a player using Shield Charge, that you can only move in a straight line is 1 of its weaknesses, but this guy has an improved version!? Being exposed to a direct

hit right after evading, I can't even use <High Jump> to evade.
For me, who was sent flying after being fully hit by Shield Charge, at this point my HP was cut down to only 10% remaining.

"To make me go as far as using this Shield Charge … even though your blood would make me much stronger, it would make a better offering … and after that it would be good to return you to your beloved god's side through death."

Ku … that shock of being blown away activated a Stun, huh; my body can't move. Another Bow's transformation has also worn off and returned to being a shield … my mouth is the only thing that can somehow move.

"Return … to god's side?"

Kukakakaka-! The Skeleton Knight raised that laugh.

"You humans always beg god whenever anything happens. So isn't it that you love your god so much? And that's why I will send you off to return to that god's side all of you talk about. *Maa*, I will treat your flesh as the materials to make me stronger, so shouldn't you be grateful? … Then, die."

With that the Skeleton Knight swung the knight's sword … swung it downwards.

But with Stun just barely wearing off in time, I dodge backwards with a roll.

"Wha, you!?"

Ignoring the Skeleton Knight's voice, I do a Sweeping Kick at the Skeleton Knight's leg and, though it's just a little, succeed in breaking the Skeleton Knight's posture; from there I rise and bust in the Skeleton Knight's chin with an Upper Kick.

"- – In this world …"

To my own words, the Skeleton Knight groaned a "What?"

"In this world the god that you speak of doesn't exist! What exists is, no matter how ugly or laughable, the will of humans who struggle to live-!"

On that alone I won't budge, on that alone I won't concede.
I don't know about other people's opinions, but for me, a convenient thing like god doesn't exist.

If by any 1 in a million chance god exits, he doesn't reach out a hand to people in need. It would only be an existence that only coldly watches from a distance.

"Then why don't you show me the truth of your opinions; there's no way you can win against me with that!"

Even if you don't say it …

"I'll do just that!"

I was able kick the knight's sword swung downwards, hitting it in its trajectory and altering it to evade; I've already seen it's trajectory many times, so I am able to interact with it.
"Nani-!?" the Skeleton Knight was surprised; you'll pay if you underestimate people!

"Let's go, <Triangle Shoot!>"

At that place, I deployed the illusions that will only last for 1 second, forcefully jumped to the wall on my right side, and with the Triangle Kick I kicked the wall, arranging myself so that the stakes on the bottom of my shoes were aimed at the Skeleton Knight's head area, and drove them in with all my might.
It's an Art that I learned when Assaulting Kick reached Lv20.

"*Guo-!?* Damn you, where did you go!?"

After kicking his head, I used the recoil to jump back, immediately throwing 2 bottles of Enhanced Oil left and right at the Skeleton Knight. A flashy explosion and flames soared high.
But even with that, the Skeleton Knight shows no signs of crumbling and falling apart … *ku*, is his endurance way above the Queen's-!? At this rate I'm going to lose, and I only have 4 bottles of the oil left, and there's no good timing for me to pick up my Bow.
… I can only bet on using the real Fairy Magic with Fairy Language … preparing myself, I activate Fairy Language.

This duel is already near its end.

SKILLS
[Wind-Blown Hunting Bow]Lv7
[Assaulting Kick]Lv21

[Farsight]Lv49
[Craftsmanship]Lv51
[Small Shield]Lv 5
[Stealth]Lv40
[Physical Ability Reinforcement]Lv30
[Chivalrous Thief]Lv18
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv3

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

Power of an Outside Force and Human Will

This Fairy Language and Fairy Spell combination is something the Forums discovered.
Some informant was teaching himself his own Fairy's magic, and saying, I tried it and I did it, *yo~* that information was spread around. The importance of Fairy Language increased in a moment, but it's not that easy to learn the Fairies' magic, so there aren't many who can use it.

This method of using Fairy Language to activate Fairy Spells is, since it's magic learned from Fairies, a 150% effectiveness increase when activated, and it's curse is close to High Magic.
Of course there's a bottleneck; first of all, the arias are extraordinarily long, and for those long arias, you absolutely have to speak in a voice loud enough for your surroundings to hear clearly. Furthermore, the MP consumption is the absolute maximum, and so you won't be able to use any magic over what's left of the maximum for some time, and the magic's cool-down is at least 2 times longer than usual.

And then, the greatest bottleneck is that once you begin the spell's aria, if you have more than 5 seconds of silence, activate and Art, misspeak the spell, the instant you make any one of these errors it will be treated as a Fumble, and the magic won't activate, only consuming the maximum MP.
It's a sensitive magic where committing a mistake, whether small or great, renders everything useless.
I've been backed into a situation where I can only rely on this; I recognize the risks of screwing up, but even so, I'm going to entrust everything to this final bet.

But before that, no matter how little, I must seal the Skeleton Knight's movements.
Taking out my whip, I try using <Restrain> … but that is a failure; when the Skeleton Knight resisted, the whip just couldn't wind around him at all; it actually greatly damaged the whip instead.
Out of necessity, out of the remaining 4 bottles, I immediately toss 2 bottles of

the Enhanced Oil to keep the fires burning; the remaining 2 bottles I reserve, believing that I can put up the last of the last stage of resistance with them; holding an Uncommon Potion in my mouth, it's just a little bit, but I recover some HP, and with this my HP has recovered to 20%.

I'd really like to buy even the slimmest amount of time, but it's already at the point where if I just have to do it; if I screw up, at that point my defeat will be decided, if I get it right, it would be great if my winning percentage goes up to at least 30%, that's the kind of situation this is, but doing it is way better than not doing it. Now that I've decided, let's begin the aria.

"Oh, to the host of Fairies, I ask that thee listen to my voice, to my wish I ask thee to listen …"

I can't cancel it anymore; at the moment I began reciting, the maximum 60% of my MP is devoted to it. In the event that I misspeak, it will all be over; it's a pressure that makes your stomach hurt, but I withstand it and continue the aria.

"My supplications are together with the Fairies, together with my great desire. To the greatness of the Ruler of the Fairies I ask, to the Ruler I ask"

"I offer up a portion of my magical power to the great Ruler of the Fairies; for just this time, bestow upon the power of my soul your great divine protection"

"Clad in that divine protections and magic power, I will face the foe in front of me; I will become the power that can grant them great pain and despair"

The Skeleton Knight that was held down with the flames has become aware of it; I don't have time!

"With this aria I pledge an oath; the glory of victory and the honor I will offer to the Ruler of the Fairies, and so I seek the support of the Ruler of the Fairies"

The Skeleton Knight closes the distance in an instant, raising the Knight's Sword overhead.

"Stop your aria! Obediently become my sacrifice!"

In the middle of the aria I can't use any Arts, so predicting the line of the sword, I barely evade by kicking away the sword; I have to concentrate, though I don't know if this will pass on the 1st go.

“My name is Earth! I am the one bestowed with the techniques that surpass the 87th Generation Fairy Queen! With this contract, this one time, I ask that a miracle manifest itself before my eyes!”

The Skeleton Knight also judges that I’m close to finishing my spell, and releases his number 1 fastest sword strike, swinging down in my direction; I’m not going to be able avoid this one!

“Even when it’s completed, a miracle won’t occur!”

I received that blow with the Secret Metal Shield on my right hand. Since I can’t use Arts, I really took it with just the shield.
Of course doing so … *bigi….* a dull sound occurred and the shield had a crack running all the way through it; I can tell that the mechanisms on the inside have also been largely damaged.
Because this is the first time I parried while not using Shield Arts, the shield itself took a lot of damage, and the inner mechanisms were damaged as well.
It’s probably at the limit where you can’t even repair it, and the Another Bow on the inside has died. I can’t rely on this shield in a harsh battle, and on top of that it probably doesn’t have much more durability left.

“I will utter my desire here and petition the Ruler of the Fairies, for the sake of my desires!”

But it will make it. I’ll make it in time. Most likely, if I have to do it one more time, I definitely won’t be able to. With all of my power in this one time, take this!

“Bring forth true strength now and attack my foe, <Elder Prism Nova!>”

Above the Skeleton Knight’s head, light in 7 colors rained down heavily, enveloping the Skeleton Knight.
The damage itself was removed, but the all important Bad Status infliction that everything hinges on took hold; if just the Skeleton Knight’s legs, even if just for a short while, can be petrified, then …
But the enveloped Skeleton Knight has his left hand frozen and his right leg petrified, but his right arm and left leg are going strong; with this, I probably won’t be able to pick up the X-Bow; is this as far as I go?
The moment I thought that, the Fairy Queen appeared, or so I thought, and

immediately activated a magic aria.
Immediately a small blizzard occurred and enveloped the Skeleton Knight.

"Queen!?"

I unconsciously cried out, but right after she gave a sweet smile, her form disappeared. That's right, an effect of the ring is that a mirage of the Fairy Queen can appear; it hadn't ever happened before now so I had completely forgotten.
I bet the Skeleton Knight wrapped up in the blizzard most likely can't see where I am.
And then, since it's the Fairy Queen's mirage that activated it, it's not frozen where I am.
In order to recover the little HP and MP I had left, I drank 1 bottle of Uncommon Potion, used <Wind Booster> to rush to the side of the fallen X-Bow in an instant, and recovered it. I can see victory in the distance, though it's in a large portion due to luck … it's the first time luck worked out in my favor …

"Damn you, so what if you have the contract! How much more will you irritate me!"

When the blizzard ceased, the two facing each other are the Skeleton Knight and myself. However, the Skeleton Knight's limbs are quite frozen; if I don't bring it to an end before the thaw … The Queen's mirage came and gave me my last chance, I have to take it.

"We're probably both at our limits; it's the end, Skeleton Knight."

I grasp my bow tightly. Power flowed into it naturally.

"It's only over for you, human."

Even with his arm frozen, the Skeleton Knight lifted it above. I have no time.

"Prepare yourself!"

Saying only that, I prepared myself for the final attack.
My remaining MP is also low; this really will be the last attack. The Skeleton Knight probably won't even give me the time to drink a Potion.
I immediately move to right in front of the Skeleton Knight's eyes while invoking <Fly>, and immediately activated <Triangle Shoot>. I leapt to the wall on the left side, and with the recoil, I came flying back and kicked the Skeleton Knight in the

head, and furthermore took to the space above.

"*Gunu….-*"

The Skeleton Knight's voice sounds like he's just enduring. But from here on, let's finish it all at once; remember like that time with the Queen.
Taking advantage of
<Fly>'s ability to stay in the air, I move close to his top and hammer in
<Wide Arrow> while gliding, then using
<Gattling Arrow> to scatter-shoot 8 Heavy-Bludgeoning Arrows into the back of his head, and when I landed, I immediately shot
<Twin Fang Arrow> to rack up the damage on the back of his head.
Using
<Sliding Charge> to forcibly move to the front, I used
<Mirror Arrow> and aimed at the neck portion, then using the Heavy-Bludgeoning Arrow once again, I used
<Arrow Twister> to shoot out the bone in his neck.

To leave the final, finishing touches, I threw the Enhanced Oil and made an explosion … and with this I've used up everything I had; my breath is rough, and I have no power left in me.

"Damn you…"

Still fixated on that, the Skeleton Knight stood up … but at that moment, he slowly collapsed to its rear. From there, gradually, his armor and shield one by one became dust.

"Is it … over?"

If it isn't really over, I really won't be able to do anything more … Facing downwards, I try to catch my breah.

"Splendid; it's your win."

I heard the voice I thought I wouldn't hear again, the voice of the Knight, Andre.
When I looked closer, at the site where the Skeleton Knight's skull fell, there was only a single sword stuck in the ground left.

SKILLS

[Wind-Blown Hunting Bow]Lv7
[Assaulting Kick]Lv21
[Farsight]Lv49
[Craftsmanship]Lv51
[Small Shield]Lv 6 ↑1UP
[Stealth]Lv40
[Physical Ability Reinforcement]Lv30
[Chivalrous Thief]Lv18
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv3

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone
His second name from other players is “The Fairy Queen’s Husband-san”

A/N: Magic <Elder Prism Nova>

Currently, this is an Earth-only Fairy aria spell.
It bestows great damage along with several Bad Status conditions; against a Boss it’s unable to be effective for instant death, but aside from that it allows you to ignore 95% resistance against Bad Statuses; it’s a ridiculously powerful Fairy aria spell.

The greatest MP exhausted is 60% (In other words, in the time before you are able to recover, you are unable to use any more than 40% of your MP normally). It’s a long aria that must be completed without a single misspoken word; it as the high difficulty where Fairy Language must be, at lowest, 85 or above, but Earth has the Fairy Queen’s Ring, and thanks to that he is able to make the difficult pronunciations and fulfill the requirements to use it; it’s the ring’s

greatest merit.

And so, History Disappears Unseen

"Is that … Andre?"

I timidly try asking; it's right after the battle, so my wariness isn't fading.

"Aa, it's me, though originally I wasn't supposed to be able to have time to talk to you now. Since you were able to defeat the Skeleton Knight before my soul disappeared, I obtained just a little bit more time."

I'm not sure how he's talking while just the cranium part of the skull, but … what a cheery sounding voice.

"I see, I, was this enough to fulfill your wishes?"

Yes, when I began to ask that, he *kerakera* cheerfully laughed, and then,

"Aa, more than enough, you've fulfilled it more than enough. It is thanks to you twisting my fate that the long years I would spend as a monster won't be, and above all, you took notice of me, and so, it's enough."

From now on he's going to be vanishing, and yet he responds with such light-hearted words.

"Come to think of it, this way of speaking is how you originally spoke, huh?"

The heavy and awkward image I had of him before this meeting was completely blown away.

"Aa, that's true, at that time I had given myself to despair; though I couldn't do anything but entrust my hopes to you, I didn't have much expectation."

He said something rather contemptible *naa*…

"So sorry, I just managed to struggle through, so tough it out."

Again, the Andre that was only a cranium laughed *kerakera*. His appearance is ghastly, but you can kind of see his charm.

"I'd like to talk like this some more, but – – that time seems to be drawing near; this will be my last words, so please listen."

To this I obediently gave a nod in response.

“I am giving you that sword stuck in the ground over there; on top of the long years it has undergone, there are also probably no fragments of magic left in it, but as an antique, if you sell it, then it will become some money. I’m sorry that my expression of gratitude is far too little, but other than that I have nothing I can give you.”

To that, I returned a “I get it, I’ll take it without reserve.”

“And … you said, ‘In this world god doesn’t exist’, but I believe there is a god … I mean, right? I have this kind of appearance, but my both my body and heart were stopped from becoming a monster. And now I can face my old comrades and return to them … Aa, Lola, Gavin, Deckson, Milena, Rock … you’ve been waiting, you’ve really been waiting … I can finally go to the same place everyone else is.”

So saying, like he thought, the skull slowly disappeared.

“Andre, I have a last request too.”

From Andre’s fading skull came a weak voice seeming to respond, “What is it…?”

“A human’s lifespan really passes in the blink of an eye. And so, I’d like you to prepare me the best special spot on that side, and don’t forget good wine. If you say there’s a god, then he should be able to give that much accommodation.”

And then, to the man who heard it, I couldn’t hear his reply; already, Andre’s skull had completely crumbled; it was gone. With this, I assume that man’s long battle had come to an end; I went to the sword he had spoke of and took it in my hand.

—

An Ancient Knight’s Knight Sword

In a distant age, it is a Knight Sword that only a high-ranking knight of a flourishing empire was allowed to bear. However, the long years have taken their toll and it no longer has any value other than being an antique. It has been considerably abused, and many scars and cracks can be seen.

Atk +120, If you attack just once and manage to hit and do damage, it will disappear

—

With the sword in hand, I was lost in deep thought, when all of a sudden “Urgent Information” flooded through the entire server; the contents are as follows:

—

Urgent Information

To all players, at this time, for continuing to enjoy One More * Freelife Online, we thank you very much.

At this moment, we have confirmed that the crushing of one of Secret Bosses from the Challenge from the Dead’s event has been completed.

As a result, at this moment a weapon category, [Knight Sword], has been added; Knight Sword is One-Handed Sword’s advancement; it’s weight is increased greater than one-handed swords, but it’s might and length are the strengths that this weapon carries; for the full details, please wait for our official homepage to be updated.

I repeat …

—

– – In other words, this event’s achievements are to figure out the conditions to give players new weapons. If that’s the case … I bet there has to be others, the defeat a Secret Boss and unlock new categories mechanism; I have expectations.

I’m pretty tired, but I’ll anonymously upload the conditions for meeting the Secret Boss on the forums and log out, and then go to sleep.

————————————————————

Several days later I looked at the forums; ‘before meeting the boss it was terrible, but the boss itself was easy’ or ‘the boss was way too weak’ and the like were uploaded in droves; I had that hard of a time defeating him, and everyone else is treating them like grunt mobs … though, the fact that he had an invisible head was a superfluous addition that was conveyed…

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The beginning of the next day's log in. Right now I'm in the forge, but …

"No good, huh … this guy was destroyed in place of me too… sorry."

Both the Secret Light Metal Shield and the Triangle Blade have damage percentages surpassing 90%. Since it was completely damaged, it avoided being destroyed, but repairs have already become impossible for both; for a weapon, it's already death.
Even though it hasn't been much time since the Secret Light Metal Shield was born, it took a direct blow from the Skeleton Knight's Knight Sword, and without using Arts, so … but, if this guy wasn't able to barely withstand it I would have lost; after giving it my thanks, the shield and whip together entered the forge to be returned back to ingots. After you've been changed into a different form, let's battle together again.

While removing the impurities, I turned them into ingots once again; it's an amount that's just enough for 1 portion to somehow make a small shield. With that ingot I made a Small Shield and equipped it to my right hand. There's no trick or anything, it's just a small shield, but it can't be helped at the moment.
Due to the effects of the large amounts of blacksmiths mining in mines, we're in the middle of a depletion. It will take some time before you can dig out new ores, and even if it it's restored, I guess you won't be able to dig out mountains of ore like before.
For the whip, I bought a Rosethorn Whip from an NPC seller; I'll use this for now.

Felling trees for wood to repair my bow and restock my arrows, leaving my Wolf Leather armor to an armor craftsmen for repairs, putting all my power into making a mound of food after a long time … let's also try thinking up of new dishes.
And so like this, for the present, fighting all by myself has been put on break.

SKILLS
[Wind-Blown Hunting Bow]Lv7
[Assaulting Kick]Lv21
[Farsight]Lv49
[Craftsmanship]Lv51
[Small Shield]Lv 6
[Stealth]Lv40

[Physical Ability Reinforcement]Lv30
[Chivalrous Thief]Lv18
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv3

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone
His second name from other players is “The Fairy Queen’s Husband-san”
Status Abnormality: Maximum MP is at minus 60%

Extra Edition; Forums and ???

Challenge from the Dead Thread No. 59

362: There's been an increase in the defeat of the solo-only Secret Boss, *ne*.

363: Suck it up and plunge through the middle of all the traps and if your luck is good enough, you'll make it somehow… it was seriously all up to luck, though.

364: If it's someone with Wind Magic or a Wind Fairy then they might be able to get through the dungeon kind of easy, *ne*.

365: You could use brute force with just enough luck to solo, *naa*.

366: So is it decided that what the analytical group people said about the importance of going into the dungeon with party members is going to change?

367: Of course; I've been properly looking into it myself.

368: If you struggle along, it'll work itself out *naa*

369: yeah, and the person who first defeated him even told us about its attack patterns **370:** and then all you need to do is pin him down with attacks, let your Fairy attack, and he's instantly weakened, *ne*

371: He gets mad saying, "You damn contractor!", but since he's weakened, it's not scary at all.

372: yeah, once he's bombarded with Fairy attacks, his attack power, defense power, and speed all drop **373:** And after that is just cooking him up, about

374: the path to get there is way harsher

375: but if you enter a 2 or more people party, the traps increase in an instant and you can't force your way through at all.

376: Without Thief and only good luck … the only way you can get through is solo, looks like **377:** If you're solo, then monsters that don't usually come out will also come out, like the Ogre Skeleton.

378: That guy, huh … if you're alone winning should be pretty tough.

379: Even if it takes Fairy attacks, it doesn't weaken any, so it's a lot scarier than the Skeleton Knight.

380: It's a good example that, even if it's a boss, if you know its definite weaknesses there's nothing to be afraid of, the Knight I mean.

381: That's true; is there no new Secrets discovered yet?

382: Maa, I expect there's ones that you don't have to fight solo **383:** I heard the big guilds have 6 man parties reaching the 9th floor **384:** Killing everything on the way?

385: Seems like, they've been talking about how their Skills are going up and how their Fairies are also leveling up.

386: Challenging everything and dealing with traps even quicker is the problem, *ne*

387: It's probably not going to take that long to do, even with traveling in 6 man parties **388:** Then all that's left is your luck with finding the stairs and a race with time.

389: That really is it … if your luck is bad, you can just keep barely missing it **390:** Since it's a random dungeon, there really isn't anything you can do **391:** yeah yeah, you can't do that thing where you prep ahead of time with walkthroughs, *naa*

392: Is there anyone here who's already taken Knight Sword?

393: not yet-

394: One-Handed Skill is still 48 *degozaru …*

395: Not yet, *naa*, though I want to try using it

396: It's probably something like an extra long Long Sword with a jewel?

397: >394, keep it up

398: It's like only a portion of people can use it, *ne*

399: It's supposed to be heavy, but I wonder exactly how heavy?

400: >399, compared to a steel-made longsword, about 1.4 times **401:** That's pretty heavy; I wonder how the power and reach are.

402: The power is 1.2 times, the reach is 1.3 times, about. It's just, because it's longer, handling it is difficult.

403: So it's not a huge increase in power; I'm a little dejected **404:** The power aside, when you see the reach it's totally different; if you're the type that only looks for power, it might look awful to you.

405: >404, he probably just doesn't understand the fear of a long reach; don't worry about it.

406: There's also the worry of difficulty in tight places … you'd have to use something else, *naa*

407: Crushing other Secret Bosses will probably unlock new weapons, *ne*?

408: Most likely the next will, so probably.

409: I'm so excited, big guild guys, keep going

410: So we're not thinking about clearing it ourselves huh? lol **411:** No way … I mean, 6 man party dungeons are full of MonHou, full of traps …

412: I get how tough it is though, *naa*

413: *Maa*, if everyone does their best by themselves while hoping for everyone else to succeed, that's for the best, *ne*?

414: A- , that's true, that's for the best

415: Even before getting to the bottom your Skill Levels just keep going up, so making that your goal too is fine.

————————————————————

616: A-, this is info that just came in, but a 6 man party just reached floor 10

617: Seriously!?

618: Are you serious?

619: *excited*

620: I wanna know what the boss is ~

621: I guess they couldn't beat it, since the Urgent Information didn't come.

622: I can tell you now, right -? They said the boss was a Dragon Zombie … its

poison breath does huge damage.

623: D-D-Dragon's here-!

624: Of course it had a Breath … it's the standard

625: Poison seems kind of underwhelming, but it can be harsh *na* … If you concentrate you should be able to interrupt it.

626: The people who fought it said that breath destroyed everything, and without a chance to heal they were annihilated **627:** Now is it a Secret Boss or a regular Boss…

628: With that kind of strength it wouldn't be weird for it to be Secret though **629:** I hope a party that can beat it comes

630: They'll probably have to increase their Skill Levels and prepare necessary potions *naa*

631: If you're thinking about defeating it, that's necessary **632:** I'm going to work towards defeating that as my goal; cyas **633:** > and that was 632's last … *omitted*

634: That's too cliche, stop lol

635: Whatever you say, isn't having that as a goal fine? I'll cheer you on, *ze*

636: The big guilds haven't really had anything they could really chew on recently, so the Devs added this thing in to correspond to it.

637: So this is good management? They've just been demons all over the place though **638:** Even so, there was a guy who broke through it *na*; the person who first did it solo is amazing **639:** Without information or anything he did it, *naa,* you need to praise the first guy who defeated it **640:** But who is the first guy who did it solo? I can't find any information regarding that at all **641:** I can think of several people who would have been able to do it **642:** What about the Fairy Queen's Husband? It wouldn't be so strange if he did it.

643: If you calm down and think about it … The Husband doesn't have a Fairy, right?

644: Defeating that guy without a Fairy would be kind of hard **645:** yeah, heavily armed people aside, fighting bones with an arrow is just way too bad a

matchup **646:** and as a bonus, without Fairy attacks it won't weaken; no matter what, that's just impossible.

647: If you think about it like that, we have to exclude The Husband, so who is it …

648: And if you exclude the guys who'd come out and tell us … it's a mystery, *ne*

649: Maa, isn't that fine for now? From now on it's going to be information on how to defeat the Dragon Zombie.

————————————————————

???

"Alright, now let's hear the report."

"Yessir, at this point there are no problems from the developer's end."

"How is it on the AI(children)'s side?"

"For them, it's a bit rough, –*ssune*…"

"*Fumu,* specifically?"

"To put it frankly, there are too many guys who've cooled down, so the AI(children) are also saying it's not fun *ssu*."

"… We can't do anything about that; we'll just have to take it as a lesson."

"Sir, we are always going to continue to challenge and research that."

"I know, but at the least there are a lot of good guys out there too."

"That's true -*ssu*, the 1 AI(children)'s number one, PN-000-EA is having fun –*ssu*."

"Yeah, we'll have to give that bow-user kid our gratitude, *nee*."

"*Umu*, thanks to him, EA is sending back a lot of feedback and the AI(children)'s learning is proceeding along."

"It's just, on PN-001-EB's side, her "So BOOOOORED!"s are increasing."

"I'd like her to bear with it until the Version Upgrade, but …"

“But just talking with the researchers and managers, and developers too, of course she’ll get tired of it.”

“I understand her feelings too, *ssu*~, Sir, what should we do?”

“… If we conceal her outer appearance to some degree, should we try letting her walk around a little?”

“… I can’t really agree, but keeping that child shut up like that is also too pitiful.”

“I thought you’d say that, so I already prepared EB-use clothing *ssu*.”

“Your preparations are too well-done…”

“Because I was expecting it, –*ssu*. This One More itself is originally a plaything for rich people, started out to answer the demand for people who wanted to try walking around in another world different from Real-life –*ssu*. And I know that’s why they’d hire AI researchers for a lot of money –*ssu*.”

“When the thinking AI(children) are finished, all the NPCs will have feelings and expressions, and because they’ll be able to keep up any kind of conversation, this will be the first great step closer to fulfilling those wishes for another world with no limits *ne*.”

“Aa, for the Game Users, to the very end they’ll see it all as stuff that happens in the game, so it’s convenient for them.”

“It’s just, I’m worried because these AI(children) only exist HERE –*ssu*.”

“… I think it’s better if the Users don’t know how much money it’s taking. If they just treat it as another life while having fun, it’s for the best.”

“So you mean it’s fine if the AI(children) take it as living their first life?”

“Aa, I’d like it if the AI(children) also had fun.”

“Then, that’s the direction we’ll take it –*ssu*.”

“If you would. I ask that both of you continue your work.”

“”Understood.””

“AI(Children), just wait a little longer; just a little longer, when you’re completed, you’ll be able to go out and have your own adventures; it might be

artificial, but it’s a world you have the right to have fun in…”

Because it’s an Extra Edition, there is no Skill write up.

Extra Edition; Forums and ???

["Earth, it's Zwei; do you have time right now~?"

As I'm making food for the street stall and medicine today as well, in the middle of it came Zwei's Whisper Chat.
It kind of feels like it's been a while; ever since the Challenge of the Dead began we haven't had any conversations.

["I'm in the middle of crafting, just about 5 more minutes, but is it an emergency?"]

If it's an urgent emergency, then he'll have to try someone else. I have requests over here that I can't just run out on; Since it's a given that no one would come over to a crafter who runs out on requests, I have to properly continue to give them what they need.

["It would take around 10 minutes to prepare on our side, so no problems, *ze*; we've been talking about going down about to the 6th floor of the Challenge from the Dead with a 6 man party to level someone's Skills, but … today Nora had some other things to do that ended up conflicting …"]

I see, the Thief role is the dagger-wielding Nora's responsibility; that sounds about right.

["And so thinking that I have Thief, you were hoping I'd come … but are you guys okay with healers?"]

For some reason, Nora also specializes with the Water element's magic, which specializes in healing.

["The one new member we have coming can heal so no problem, and from your actions, it means you took Thief, right?"

Good grief, he's seen right through me.
I don't remember ever telling him about it directly, but he's one of those guys who can tell what abilities someone has just by look, Zwei is.
If THAT just had a little of bit of charisma, than he'd become someone great, *na*

… the heavens won't bestow two blessings on one person is something that's often said.

["Then tell be where to meet, I'll be there in about 10 minutes too."]

After confirming the meeting spot, I cut off the Whisper Chat with Zwei. Now I really have to concentrate on cooking.

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And 10 minutes later, there were 5 people at the meeting spot.
Those people are Earth (that is, me), Zwei, Milly, Reiji, Rona.
There's a new person that's supposed to be coming, but it looks like that new person is late.

"Zwei, what happened to the new guy?"

For appearance, I try asking; if it's just running a little late it's not like I'll get mad, but … with her profession I know there's a lot of troublesome preparations, but… Even so, it's a fact that this is bad manners.

"Sorry, even after I specifically had you come … it should be just a little longer."

It looks like this is even out of Zwei's expectations, so there's no point in voicing my complaints. It's not like this is a corporate meeting, so making everything tense has no meaning at all.

"A-, Earth-kun, there's something we should tell you … about the new girl."

Here Rona spoke up.

"*Umu*, how should I say this … she's the kind of person who can calmly say rude things … originally we keep her grouped with people inside the Guild but … today somehow we couldn't get plans to line up."

Reiji's tone when speaking is also off; looks like another person with a strong personality has come …

"Got it; is it fine if I deal with her appropriately?"

In response to that, Rona and Reiji said nothing and nodded. In their eyes is 'we are soooo so sorry' written there. Right after

“*Hou*, are you all lined up for MY entrance? I give you my praise.”

Said a shrill voice; this voice is the voice of a brat, huh.

“Idiot, you’re late, and we even have people who aren’t guild members who came today for hunting; immediately apologize!”

Oo, Zwei raising his voice in anger is pretty rare; so he’s particular about this kind of thing.

“Even if you say they aren’t guild members … Milly-san is practically a guild member, right? And the other person … what a weak looking bow user, *desuwane*, is he even going to be useful?”

Aa, I see … this is a person is hard to deal with.
Like an overdone cliche, she has blonde curls, 4 drill-like strands dangling; now if she was just wearing a dress, she’d be the template ojousama.
… After Rona and Reiji bowed their heads in apology to me over and over, she finally said her apologies. If it was just to this degree, she would still have been cute.

“Whether I’m useful or not should be proven in the dungeon. 1 action is better proof than 100 words, right?”

So saying, it’s just a little, but I give a sly smile like a person with the sfx “nya-tto” would have. Doing this much is probably fine.

“There are alot of men who are just all talk; aren’t you also one of them?”

If she’s going to go that far, then now I’m just going to completely ignore her.
In the first place, she’s acting arrogant for being late, *naa*, and even when her own party leader gave her a warning, even then she’s going to be the type that won’t change until she gets cut off. Since this is a party that Zwei started, she’s basically stomping all over his reputation.

“For crying out loud … Earth, this is Eliza, full name Elizabeth, but it’s a pain to say so it’s Eliza. Her magic is good at least, and her Fairy is that Water seahorse over there.”

– – The ‘self’ introduction was done by Zwei; you have it tough too *naa* … huh? Why do I feel like crying? Weird. There shouldn’t have been any sad

conversations.
At any rate, we're just about to head off and … I'm worried.

————————————————————

We went at an agonizingly slow pace until Milly threateningly said, "Enough! Do you plan on wasting mine and Earth's time any further?" and Zwei and Eliza were petrified; after that Eliza instantly became obedient; exactly what happened?
Previously I'd heard that when Zwei made Milly mad she was terrifying; so Eliza's also made her mad before.

M,maa, anyway, we were able to enter the dungeon, so yay. It's something I shouldn't think too deeply about so I won't bother; I have no intentions of purposefully stepping on the tiger's tail
For now I should only think about aiming for the 6th floor; we've already entered the dungeon, so I need to concentrate.

If you're careful of the traps, floors 1~3 are levels that don't pose any problems; monsters themselves aren't strong, and doors don't have any traps, comparatively; right now they're easy levels.
Even the traps are only at the degree where there's terrifying ones mixed in once in a while; the previous time I came with the Heroes was really just random bad luck *na* …
And different from previously, I have the 7 Tools for the traps; I only quickly dismantled the bare minimum necessary; I'm really grateful for the tools *ne*.

"It looks like you're only good for being used to dismantle traps *desuwane*; for battle you're useless, though."

Eliza flares up at me, but I ignore her.
In the first place she's just an idiot who can't dismantle traps herself, but, *maa*, fine, it's best if I don't respond to her.
For the battles, Reiji, Rona, and Zwei blow them away one after another, so MP consumptions is under control.

Furthermore, Zwei and the others' Fairies have also all evolved.
First of all, Zwei's Fire Wolf Fairy has gotten 1 size bigger all around, and Milly's Fairy was a Dirt-armored Gnome, but right now it's clearly in the form of a girl

clad in armor.
Reiji's Fairy should have been a mole, but right now it's an Earth element hedgehog. And Nora, her Light eagle evolved into a small-sized Light element griffon which, compared to its previous state, is one size larger; of course, its strength is also one size greater, I bet.

… The effects from the Elder Prism Nova I shot previously haven't completely gone away; I still can't recover any more than 80% of my maximum MP.
Because of that I'm extremely grateful for the current situation where the people around me are strong and I don't have to rely on strong Arts to fight.

"He's the kind of guy who's handy in the right places … o, found the stairs to the 4th floor, *dazo*."

I checked that there weren't traps installed around the stairs and conveyed it to the party.
With Zwei going, "Then, let's hurry and descend-," everyone continued.
– – And then while descending to the 4th floor … it happened again; when I started to descend to the next level, chills ran through me … again, huh, now is it a monster house or an instant death trap, or is it both?

"Warning everyone, this level has dangerous traps and monster houses, so I would like you to not carelessly open doors."

When I dove in with the Heroes, this chill running through me meant there were traps and monster houses, so that there are dangerous factors isn't wrong.

"We just entered, what on earth are you saying? Even if cowardice has-" "Shut it! Do you want to kill the party?"

I'm speaking from convictions based on previous experiences; if it's just you by yourself going to get yourself killed then I won't say anything, but if you're going to get the rest of the party wrapped up in it, that's a different story. Therefore I have to say it forcefully here.

"Earth, is that true?"

Reiji directed that question at me; good timing, I'm grateful.

"There's no mistake; when I dove before, when there was dangerous things I sensed chills, and at that time there was both a monster house and an instant

death trap together.”

At that, the party members went silent. The 4th level has already become famous amongst players for producing many deaths. That probably has an impact too, I bet.

“Anyway, from now on, if we need any doors opened, I’ll do it. … the doors themselves might have traps, see.”

The work for the Thief gets real from here on. I tighten the strings of my heart once again and took the last step of the stairs and onto the 4th level.

SKILLS
[Wind-Blown Hunting Bow]Lv7
[Assaulting Kick]Lv21
[Farsight]Lv49
[Craftsmanship]Lv52 ↑1UP
[Small Shield]Lv 6
[Stealth]Lv40
[Physical Ability Reinforcement]Lv30
[Chivalrous Thief]Lv19 ↑1UP
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv4 ↑UP

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone
His second name from other players is “The Fairy Queen’s Husband-san”
Status Abnormality: Maximum MP is at minus 20%

A/n: After a while it’s a party together with Zwei and company.
Of course they have also become stronger than they were previously.

The Fairies have also evolved; they're quite the reliable ones, *ne*.

Thief's Pride

[A? What's the most important thing to being a Thief?
First of all, those guys who steal money and things from others aren't thieves, they're just scum. *Maa*, we don't allow those kinds of guys to exist in this guild, though.
Thieves contribute by plundering valuables from monsters, dismantling traps; *maa*, that's standard, but if that's all you got than you're second-rate.

The number one thing that you steal is the risks potential factors that will annihilate your party.
– – scouting for enemies, destroying the ranks of monsters or those guys who's fallen to scum with sneak attacks, saving the lives of your allies.
If course it ain't flashy; the brawniness of the swordsman or the bang and glitz that accompanies the magic users' attacks are only hindrances for us, so therefore there will be people who say we're weak-ass guys; I've been badmouthed pretty badly myself.

But you know, it's fine that that's the norm; even if they say those things, it's fine to laugh foolishly than yell back at them. The only times we should yell are when the party steps on something, there's a trap, or when we're challenging an impossible fight and there's people dying from it.
If people are dying while their fighting monsters, that's not our problem; that just means they were weak.
But, death by a placed trap, being cornered into the dilemma of triggering the trap on a treasure chest, or the party being wiped out by a sneak attack, for a thief, is the most embarrassing occurrence; in order not to make that blunder, we're practicing today as well.]

– – The teachings of a certain Thief Guild's Guild Master

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"There really are a lot of traps; I'm asking you, please don't touch anything recklessly."

The number of traps that I have dismantled since we descended to the 4th floor has already surpassed 30.
And this is just with me dismantling the bare minimum traps necessary.
As expected, that chilling feeling means that the floor is going to be nasty.

"Sorry for relying on you so much; to think we'd get hit with such bad luck…"

Reiji said that; *maa*, this here is what the Thief should naturally do …

"Don't mind it, this is my job after all … that over there is your show; straight ahead is 4 bones, about 2 ghosts."

Thief's <Danger Perception> is doing good work as usual. The party members immediately prepared for battle.
There's the possibility of suddenly being assaulted, but because this is a VRMMO, it's not the easy situation where taking a hit while you're defenseless for 1 turn; your cooperation and formation can be destroyed, and for those clearly a class below, there's even been cases of being annihilated; it's a very real-life like scene.

That said, if you can evade sneak attacks and avoid getting into impossible battles with higher level opponents, then you can more or less avoid being annihilated.
The Soldier Skeletons and Wights that came to assault us this time were turned to dust in a matter of minutes. I faced the Wights with the ability that clads things in an elements, using <Wind-blown Arrow> to pierce through and erase them; for the Soldier Skeletons, Rona's hand-to-hand attacks played a huge role in beating them up.
Of course with the Fairies joining in, they had enough firepower, *aa*, Zwei's wolf Fairy is so cute, *naa*; when we leave the dungeon, I'm going to cuddle it.

"Are there no reinforcements?"

Rona raised the question for verification, because if you're not this careful, it's a given you'll die right away…
I confirmed that neither <Danger Perception> nor my own eyes register the existence of monsters, and so I said, "Now it's fine," all of a sudden, every party member let out a huge sigh. The stress of having an assault coming right in front of there eyes was pretty heavy; when it's to the point where you forget to let out

your breath at times, it's pretty hard on your nerves.

We somehow managed to finish that trap-heavy 4th floor and stepped onto the 5th floor … that chill isn't here.

"We shouldn't be careless, but it looks like it probably won't go as bad as the 4th floor."

I tell the party that. Our goal is one more floor below; I really hope to be spared the situation on the 4th floor where we were slowed down so much … but even so, on this floor there's sometimes a Lesser Lich, so we can't be careless.

"If that's so, then let's proceed immediately; our goal is further on, *desunoyo*!"

Eliza is making a fuss yet again.
I directed a glance full of the thoughts of, "Shut her down, because if I do it, we'll go nowhere even faster,"at Zwei, and having received it, he calmed her down, saying "And that's even more reason to be cautious, so calm down."

This really is better; rather than having me do something that's so out of my department, having the Guild Master say it is way easier to calm things down … the laughable matter of having the atmosphere in the party be broken down while still in the dungeon hasn't happened yet.

Even with that quarrel, we steadily and calmly proceeded towards the 5th floor.
The formation is me in front (for dismantling traps), Reiji and Zwei right behind, left to her own discretion on when to dash ahead is Rona protecting the center, and Eliza and Milly are the rearguards.
Milly took staff fighting, so since she can fight in close quarters to some degree, they didn't put a fighter in the rearguard.
Maa, if something comes from behind, the extremely fast brawler Rona can also turn around quickly.

Our footsteps are unpleasantly loud … the enemies on the 5th floor are mostly the Wight types that float in the air, so it feels like I should be assuming that monsters that don't make footsteps are the majority.
Other than the Lesser Lich, I can't see these party members losing to anything, but I can't let my guard down … Cautiously using <Danger Perception>, we

proceed like that while on guard.

It was when we had opened the doors of several rooms, filling out the map.
The reactions of <Danger Perception> that were clearly heading here are … 12.
That's quite a lot; this is kind of a bad situation.

"Monster group, 12, and there's no doubt they're coming this way, so let's ambush them in this room; this room doesn't have any traps, so it should be better than meeting them in the hall!"

Our nerves tensed in an instant.
For the most part, a normal monster swarm is no more than 6; even if it's a big group it's around 8.
Even with that, this time the number is 12; this is quite a large force for a monster swarm.

"What's the monster group consist of?"

Zwei's voice is strained as he directs that question to me.

"… tch. This is bad, there's 8 Wights, and there's the strong guys, but there are also 4 Lesser Liches there!"

– – As for why there's this kind of number of monsters gathered together, the party that came to this room shortly before had pulled a monster train; that party that had pulled the train has, right now, just a little previously, succeeded in running away to the stairs to the 6th floor; before that train had dissolved naturally, Earth and the others unluckily turned up.
On top of that, the monsters still haven't been released from their combat state, so it's a situation where their perception abilities can detect even further than normal; one by one the bad luck combined. Naturally, Earth and the others don't know about this reason at all.

"So it's more dangerous to run away, huh … even so, 4 Lesser Liches is quite tough, *na*."

The one who answered me was the normally reckless Zwei, who is now stern-faced.
It's not just him; this situation is completely unexpected; it might have "Lesser" stuck in front of it, but it's still a Lich; it's a strong monster in a class by itself.

“We just have to do it, *ne*; *un*, let’s think about this as a good time to level our Skills.”

Rona tried to overturn the bad feelings too late; if we overcome this, it will be more than enough Skill Leveling. That is also an undeniable truth.

“I wonder how it will turn out ~, anyway, I’m going to start chanting, *ne*~”

In order to get the first strike in for whenever the monsters entered the room, Milly began chanting a Fire Magic aria; her way of speaking is laidback, but her movements are quick.

“It’s about 20 seconds until those guys enter; they’re the ghost types so they’re just going to slip through the door!”

I’ve been measuring the time, so I convey the time I expect them to draw near to the party. Furthermore, I used <Danger Perception> one more time to check the monsters.
There’s nothing other than the 12 presences drawing near here; if any more reinforcements came then it would be fatal, though this isn’t much comfort; I prepare my bow.

“Another 5 seconds, 4, 3, 2, 1, ––shoot!”

With an arrow, the Fire Magic <Explosion>, and the Light Magic <Holy Light> meeting the ghost monsters that slid through the door, the battle began.

SKILLS
[Wind-Blown Hunting Bow]Lv7
[Assaulting Kick]Lv21
[Farsight]Lv50 ↑1UP
[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv40
[Physical Ability Reinforcement]Lv30
[Chivalrous Thief]Lv20 ↑1UP
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills

[Woodworking]Lv34

[Blacksmithing]Lv39

[Alchemy]Lv40

[Advanced Cooking]Lv4

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

His second name from other players is “The Fairy Queen’s Husband-san”

Status Abnormality: Maximum MP is at minus 15%

Nasty Existences

In the form of a surprise attack, the ghosts that slipped through the door were stabbed with arrows, burst into flames, and were drenched in a torrent of light … This attack blew away the lower-class ghost-type Wraiths and Wights who aren't as strong.
However, there's still the Lesser Liches that haven't been reduced by even one. Anyway, with this, the 12 monsters have been reduced to 4; for now, at least the numbers alone have become better …

_____

Lesser Liches, or the 'Vanguard Destroyers' as the players call them, or the 'Trauma Bringers'.
If you're wondering why they have such a ridiculously bad reputation, first of all, since they're ghosts, physical attacks won't hit at all, like I've said before.
Axes in particular have a bad affinity with them, so in front of a Lesser Lich, the heavy-hitting Axe can't do a thing.
Furthermore, although the Lesser Lich has less damaging ability when compared to a Lich … this is why they're called the 'Trauma Bringers'.

I'm derailing a bit, but I want to talk about what it means for a party to be annihilated; it's when every member's HP becomes 0, and every member is unable to battle; that's the standard 'annihilation'.
This is what's widely understood, but the terrifying part of a Lesser Lich is [it's no different from a Lich when it comes to inflicting Bad Statuses], and from that, if every member is Paralyzed, Frozen, or Petrified and first cornered into this pseudo-annihilated state, it's more than enough.

Freeze and Paralyzation can be given by AOE Water Magic and Dark Magics, but Paralyzation and Petrification are additional effects that can by inflicted through their scratches. If you become unable to move, it won't matter what kind of defensive power you have, and recovery as well has about no meaning.
And to make things even worse, the Lesser Lich has the logic to prioritize the players who can still move over the players who have been inflicted with the

inability to move. As for what that means…

[After sealing the movements of the party members one at a time, once all members are unable to move, before it kills you, it can endlessly torment you] is what it means, and as a bonus, it's firepower is less than a Lich's, so the time it torments you can be even longer … and therefore it's the "Trauma Bringer".
And even though experiencing its scratches and close-range attacks can cause you to suffer from Paralyzation and Petrification with 1 hit if you're unlucky, from the player's side, physical attacks are completely ineffective, so that's why it's the "Vanguard Destroyer".

Therefore, even if it's just one, it's an opponent where you can't afford any negligence.
Of course, the Bad Statuses will be dissolved after a fixed amount of time passes, but it's not at all so weak that it would take that long, so when all members are unable to move, at that point your annihilation is 99% decided.

"*Ku*, if we could have at least taken out one of them …"

Even though they took AOE magic, and even arrows, the 4 Lesser Liches survived, so I curse at them. It looks like, although the arrows hit the Wraiths, they didn't reach the Lesser Liches because they were probably still in the wall.
At this point, our situation looks pretty bleak.

But it's not like I stopped my hand; anyway, I don't spare my MP and continue to activate <Wind-Blown Arrow>, aiming at one of the Lesser Liches and loosing the drawn arrow; if we don't first reduce the numbers, we'll be annihilated in the blink of an eye.
Milly and Eliza also immediately began chanting magic arias.

Vanguard Reiji doesn't attack with his one-handed axe; freely using his Shield Arts, he circles around defending the rearguards from the incoming magic the Lesser Liches are bombarding them with.

As for Rona, with a,"<Twin Fists of Battle Ki>! With this I can beat you up!" she activated one of the Arts from the Battle Ki Skill, one of the Knuckles weapon's special progressions, in her palms; by activating <Twin Fists of Battle Ki>, she will be able to punch the Lesser Liches.

Battle Ki is a Skill where you can utilize a type of “ki” to fight with; you can deal out damage other than physical damage with physical attacks; it’s a rare ability she has. This way, the risky possibility of being able to punch Lesser Liches is possible.

Last is Zwei, with a “<Aura Blade>! If this doesn’t do it, we’re screwed; wish I had a magic sword!”, he set up the One-Handed Sword and Two-Handed Sword’s only middle-ranged attack at the present, an attack of fighting spirit shot off, <Aura Blade>.
Since it’s a vanguard’s projectile attack, the MP cost is pretty harsh, but I guess he doesn’t have any other Arts he can use, so it can’t be helped.

Even so, 4 Lesser Liches really is tough after all; With my own bow and Milly and Eliza’s magic, we finally sunk one, but that’s when the situation began to get bad.

“Dammit, my MP’s shot!” Zwei was the first to raise the alarm for MP shortage; the vanguards never have much MP to begin with, and in addition, firing multiple <Aura Blade>s in succession must have been harsh … Right now his Wolf Fairy is attacking while he endures by using his Two-Handed Sword half as a shield.

Right after, right when I thought I heard Reiji raise a “Gu-!?”, I see that his left hand has been Petrified. *Clang!* That loud sound resonated as his large shield fell from his hand.
With this, the magic attacks from the Lesser Liches that couldn’t reach the rearguards will be able to hit them.
Reiji leaves the attacks up to his Fairy as well, not able to do anything other than stand around. Right now there are antidotes for Poison, Burn, and Paralysis, but there’s no antidote for Petrification; there’s nothing that can be done without high level Light Magic.

Without the defense of Reiji’s shield, you could see Eliza’s composure fall apart. Clearly panicking, her magic aria mistakes became extremely obvious.
The only ones in the party that have Light Magic are only Milly and her; the one with the best healing abilities in the party is Eliza; the only who who can recover Reiji’s arm from Petrification is Eliza, and yet … thanks to her aria mistakes, she still hasn’t done it, and she’s stopped her attacks.

Rona is skillfully evading, absorbed in counter-styled fighting and escaping from the Lesser Lich's outstretched arms. Milly is also continuing to attack with her specialty, Fire Magic … but the decrease in firepower is already obvious; at this rate, we won't be able to hold out here. I am also making use of <Wide Arrow> freely to attack, but it's not enough to get us out of this bad situation.

"I don't really want to use this, but … Rona, get back!"

If we let this drag out, we really will be annihilated. Once I told Rona to back up, I activated <Wind Booster> and ran through up to the front of the Lesser Liches.
After seeing that Rona had fallen back with Back Step with a sideglance, I took out 6 of the 12 bottles of Enhanced Oil I was carry and threw them all out in front of the Lesser Liches. Of course, at the instant I threw them, I quickly backed up myself.

KABOOOOOooom!

And, letting loose that huge noise, 6 pillars of fire broke out, changing into 1 giant pillar of fire that roasted the Lesser Liches.
The Lesser Liches that had piled up the damage from Rona's strikes and my own bow were burned out within this blaze; there are 2 left.

— as for why I chose to use the Oil here is, 1st , of course it's to deal huge damage to the Lesser Liches, but there's one more reason … "Eliza, awake now!?"; the other goal is to bring back Eliza before she falls into a panic.
Falling into a panic and randomly firing magic without thinking, it would be like we had 1 more enemy; that situation is what I had to avoid.
…. I'd like to avoid using an explosive in a confined place like this, but it probably wouldn't have stopped the situation.

Shaving off one of the Lesser Liches, making a huge sound, and burning the Lesser Liches with fire; with all those as a shock, Eliza would be able to somehow avoid falling into a complete panic; she began her healing magic area … once the aria finished, the magic activated and Reiji's left hand was freed from Petrification; Reiji picked up his dropped shield; the situation has already improved.

The leftover Lesser Liches only took a little longer to defeat successfully.

Even though they're ghosts, it seems like fire is still hot for them, so they took quite a bit of damage.
Right after, my arrows, Milly and Eliza's magic, Rona's strikes, and the 5 Fairies struggled hard to take them down. I was wondering how it would turn out when we found this group of monsters, but ending up with only this degree of injury, we had good luck to defeat them, so I guess it's fine.
Before the battle ended, all members were pushed to the brink, though. Fortunately, <Danger Perception> doesn't show any monsters coming in this direction, so while staying cautious, we were able to take a break …

SKILLS
[Wind-Blown Hunting Bow]Lv11 ↑4UP
[Assaulting Kick]Lv21
[Farsight]Lv50
[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv40
[Physical Ability Reinforcement]Lv31 ↑1UP
[Chivalrous Thief]Lv20 ↑1UP
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv4

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone
His second name from other players is "The Fairy Queen's Husband-san"

A/N:Nasty monsters are scary, but rather than those, the ones who use Confusion Statuses and Charm Statuses to have you attack your allies are even scarier *ne*…

Being killed by a party member ally with a powerful weapon is an experience that everyone has probably experienced, maybe.

After All, a Single User is Unable to See Through the Entire World

With the fight with the Lesser Liches over, we're in the middle of taking a break while all members recover.
Of course, this break holds significant meaning for recovering game HP and MP, but it also holds significance in letting the players themselves rest. Both in here and in their actual bodies, the 6 people are taking deep breaths.

"I saw it up-close and all, but the Oil's blaze is amazing as usual …"

Rona muttered absentmindedly. Though she had escaped the area of effect, this time, the one who was closest to the blaze when it burst into flames was her, after all.

"If you had that, then you should have been using it from the beginning, *desuno*!"

Eliza raised that objection, but let's ignore that.
First of all, the ores in the mines around Nexia are becoming depleted, which means I can't mine Exploding Ore, and on top of that, to be able to get it to flare up, when compounding Enhanced Oil I have to sink quite a bit of MP or the Quality will fall to inferior and it won't catch fire well; this makes it difficult to mass produce. Though I don't have any intentions on telling her about this matter.
If I put body and spirit into it, then during compounding, I'll be blessed with the large amounts of MP I sink into it, I bet.

"Unfortunately that battle just now reduced my supply by half. I don't carry around a lot."

Anyway, I'm only going to tell her this much. There's not a lot so I can't randomly use it; it's not like you can't figure out what I'm implying with that, *na* …
Both coming up with it and making it is difficult, but you're a genius right?

I suddenly remember the 1 time I tried to teach people the way to make weapons and tools in a previous game and was told that, and it hurts my chest a little.
It's true, by thinking, 'can't I make this sort of thing' and taking the chance to make it, certainly I've produced a lot of things that worked, but … just because of that you're going to sweep away the painful hardships and efforts I put into it with the word 'genius'? Don't screw around with me.

"Eliza, if you complain to Earth any more than this, right here and now we're going to expel you from the party, the guild too."

Zwei declared. Eliza immediately said, "I won't say anything, I won't say anything else, so …" and became frightened; Zwei, sorry for making you play the bad guy; in my heart I apologized.

"Anyway, we've all recovered, right? We should get going."

Reiji called out to the others and everyone stood.
I heard Zwei say, "Eliza, we'll talk about today later,"… *maa*, that doesn't really matter right now; right now, the work that needs Thief takes precedence; talking or whatever is some that will be done after we leave the dungeon.
… We found the stairs to the 6th floor quickly. At this point, it's been 40 minutes; it's the Lesser Liches fault that we've taken so much time.

The 6th floor down; we've finally reached our goal.
This 6th floor for some reason doesn't have the excitement of Lesser Liches, it's the skeleton-types as our main adversaries … though the Wraiths and Wights, the not-so-strong ghost types, ARE here.
By the way, from the 7th floor there's Lesser Liches again, and from the 8th floor beyond, Liches are found normally wandering around.

"Well then, since we don't have a lot of leftover time, let's just defeat the Bone-sans we can~"

At Milly's statement, all members nodded … now that we finally entered our target-floor, if we don't go at it with gusto, we won't be able to make our original objective.
By the way, it's not just Soldier Skeletons, there's Ogre Skeletons, that is large-sized skeletons, Skeleton Lancers, that is the ones that carry spears, and

Skeleton Mages, that is the ones who use magic; there are actually quite variation of types greeting us.

Furthermore, if the Lesser Lich is the vanguard killer, these 6th floor skeletons are the magic-user killers. Their magic resistance seems to be quite high; magic attacks and elemental magic sword attacks are reduced by quite a bit.
However, instead their brittleness towards physical attacks is great, so against those who use physical attacks, it's a delicious prey.
But that's exactly what we're looking for on the 6th floor.

Like they're taking out their grudge from the 5th floor, Zwei and Reiji went on a big rampage.
The *clatter clatter* sound of the bones breaking apart echoed over and over as if sounds from an instrument. Reiji in particular; on the 5th floor, he practically didn't fight because he was on defense, and as a result, he violently pulverized the skeletons with his one-handed axe.
Even if you say it's because they're weakest against axes, on this floor, Reiji was unparalleled in beating down the skeletons … the Wraiths and Wights that sometimes came by were defeated by Milly and Eliza; hindering the skeletons was me with my bow, as well as using whip to stop them, and Rona would then kick them apart with her grappling style.

Even when the dungeon's strongest skeleton, the Ogre Skeleton, came, Reiji would ward it off with his shield and break its stance, and when it collapsed, Zwei would chop it up; afterwards, Reiji and Zwei would one-sidedly sink it while I watched <Danger Perception> to make sure there weren't any surprise attacks, and that was about all the time we had.
It's just enough time to go back and open up the leftover treasure chests.

You wouldn't think this was a party that had such a hard time on the 5th floor, the way the top-two, Reiji and Zwei, were showing their peerless-ness until the time ran out; once we surpassed the time limit, all members were transferred to outside the dungeon.
If we had been able to get to the 6th floor even faster, we could have enjoyed this rushed time more leisurely, it's just too bad.

And shortly after we were returned back to the surface.

—

Urgent Information

To all players, at this time, for continuing to enjoy One More * Freelife Online, we thank you very much.

At this moment, we have confirmed that the crushing of one of Secret Bosses from the Challenge from the Dead's event has been completed.

As a result, at this moment a weapon category, [Wakyu], has been added; Wakyu is Long-Bow's advancement; it's size is greater than Long Bow, but its attack power and range increases are the strengths that this weapon carries; for the full details, please wait for our official homepage to be updated.

I repeat …

—

Fumu, so one of Bow's advanced weapons has been unlocked … it's another thing that carries some peculiarities; wakyu's large size is something that will be a pain, and handling it should also be a pain … but I'm sure there will be people that take up the challenge, so to each their own, I guess … and if it's now, there isn't the abuse towards people carrying bows.

Anyway, for now we'll head back to the city to split the money and equipment we got our hands on.

In order to avoid conflict it's standard to equally split the equipment before it's identified; the reason for that is to avoid quarrels in case a magic sword came out. You hear the stories about how these kinds of fights destroy parties that have been together for a long time in an instant every once in a while.

Swords of this level are only able to be identified by Blacksmith crafters, or else it's impossible; for me and my half-baked Blacksmithing, I can't do it.

"Well, anyway, it's good that we made it back safely; some unexpected things happened, but, anyway, it was a success!"

Zwei's voice has returned to its usual frivolousness; inside the dungeon he was really tense, so it couldn't be helped.

After this the party safely dissolved, and each and every one disappeared into the hustle and bustle of the city … although Eliza was getting dragged away by Zwei.

Myself as well, after I got the equipment identified and turned them into money

(of course none of them were magic swords), in order to make food for the street stall, I went to retrieve my crafting tools. At that time.

"*fumu*, Art thou Earth?"

That's right, there was a person who called out to me.

SKILLS

[Wind-Blown Hunting Bow]Lv11
[Assaulting Kick]Lv21
[Farsight]Lv50
[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv40
[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills

[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv4

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone
His second name from other players is "The Fairy Queen's Husband-san"

Extra Edition, The Day of White Day

It’s been over a month since Valentine’s; today is White Day. As for why they are holding a sports festival in the game for White Day … beat up your opponent, blow them away, get hyped up, it’s all good; at any rate, just try to come in first for an obstacle-course borrowing race … The title is [Return 3 Times the Love Beatdown].

It’s a harsh competition where you faint for a set amount of time once your HP is gone, a game where you can come back in however many times, just strive to be number 1.
Of course there’s a time limit, and all members getting disqualified due to mutual knockouts also occurs. Isn’t this event a failure?
Even though the people around say that, as soon as the Start occurs, the number of players who begin to hit each other is troublesomely large. Have the devs gone wild? Even though you say that.
Just to be sure, there is a reward type thing, but … for some reason, the ‘love beatdown’ is occurring an awful lot.

While those people are doing that, if you’re wondering what Earth is doing … he’s taking a nap. And it’s not just a normal afternoon nap … fox, dog, cat, wild piglet, wolf, etc, he’s surrounded by the types of Fairies you can cuddle.

Taking a nap in such a situation, here and there were other players staring at him enviously, and in places he’s unaware, the tale that Fairy Seducer’s abilities don’t disappear even after the title has vanished is being whispered about all over.

Such a blissful time also has its end. The Fairy Queen cometh … from the skies. And she descends just like that on a direct course. And as she draws close to the ground, she quietly descends by gliding … and all of a sudden charges towards the sleeping Earth with a dive.

“Let’s sleep together with me ~ … *ebu*-!?”

With the Thief Skill’s <Danger Perception> hard at work, he suddenly evades to

the side, and it's become the situation where the Fairy Queen face-planted into the spot she had intended to sleep in.

"- – Was that a new magic, or a new technique, or what was that …?"

Murmuring this is … the Fairy Queen lying face down on the ground and **piku piku** twitching, convulsing? for a short while.

"Why did you dodge!"

… This isn't something you can say, *naa*, that it was because <Danger Perception> was showing the same warning as when it finds the dungeon's absolute worst instant-death traps …
… *Un*, actually, dodging was the right choice. While stroking the fox Fairy he was hugging, he thought that.

"Rather than the person who evaded a sudden attack, the attacker being outraged is unreasonable…"

While responding like that, he pet the wild piglet Fairy too. Its fuzz is soft and warm, *naa*.

"*Uu*-, today is White Day *desuyo*!"

He understood that, it's just that he doesn't have anyone to return the favor to so with a leisurely feeling he gave the Fairies cookies, and after that he had been cuddling them, and then they went horizontal.

"I know, but I didn't get any chocolate, so excuse me from returning the favor by 3 times, *naa*."

He responded like this, but the Queen completely wasn't listening at all and was poking the Fairies near her, saying,

"If you want to cuddle so much, why won't you come to me!?"

For some reason, she was teary-eyed and grew fox ears, and put out 9 fox tails. Aa, come to think of it, she was formerly a fox spirit before her evolution, maybe even the Inari type *naa*.

"I don't have any requests for things from you! I just want you to pet me, care for me, and then after cuddling, get married!"

As always, she puts in that last weird one, this girl.

“And why did that word ‘marriage’ come out … and anyone who would cuddle a girl just because she grew a tail right in front of others is just a HENTAI, I bet…”

Well, he’ll admit it’s cute *naa*. As you might expect, he’s not a gentleman on the path of such inclinations; if he entered that path, it would lead to a forbidden world.

“If you’re going to add so much, in the first place, I don’t have a reason to give a return gift to you …”

After he said that, the Queen crumpled over with a sorrowful face. Her 9 tails and fox ears **enyan** lost their strength and wilted; she’s really easy to understand, *na*.

“*Uu*-, you said it, the number 1 thing you shouldn’t point out … if only the event came out sooner … no, if only I had gotten around to meeting you sooner …”

Grumbling while drawing the character [Ø] on the ground, she kept *glance glance* looking at him.

“- – don’t say bad things, hurry up and go back.”

Hearing those words, all of a sudden the Queen’s face looked like she’d been thrown into a cold, cruel world.

“Wh,wh,why…”

But it’s not like he was trying to be mean when he said it … and as to why.

“Look. Around us.”

While holding his head, he told the Queen.
Alright, so here’s a question: A character that has only been seen in an event as suddenly appeared during an event, speaking and making a fuss; now what do you think will happen?

The answer is – – Tons of people will gather.

When he was quietly sleeping there shouldn’t have been that many people in the neighboring area, but just with the Queen raising her voice and making a

fuss, is it a new added event?
is how it naturally progressed to players gathering. And that was something the Queen completely didn't realize. From here and there was "Seduction?" or "Aa, it's a married couple's comedy routine?"

Whispered conversations with the contents that made him want to yell, "No, it isn't!" could be heard directed in their direction.

"Do you get it? ––come later; if it's cookies, I'll prepare some for you, so …"

Having people gathered to this extent, it's not a napping spot anymore … his sleepiness has also be blown away. He made that compromise to urge her to go home, but …

"Don't go back!"
"Let us look at you a little longer-!"
"Let us take screenshots, screenshots!"
"I wanna talk to you-!"

— and the like was being said to the Queen, of course. *Ma*, it can't be helped.

"And so, with that, I'm going to head back to town first, so see you later."

So saying, he quickly retrieved his shoes and headed back to town.

"H,hang on, that's not the problem right now!? Don't touch weird places! I understand, I understand, so calm down! If it's just for a little bit, I can talk with you!"

Is what you can hear the Queen saying; this seems like something else that will be troublesome. If she can get away, we can have cookies together and I'll put on some black tea and listen to some of the cute requests she might have.

A/n: Because this is an Extra Edition, there is no Skill Writeup.
Thought of for 1 minute, planned for 2 minutes, and written in about 40 minutes.
Because of that, *maa*, it's the best to read this freely and comfortably.

Ordinary Gameplay has Already Become a Thing of the Past

"Art thou Earth?"

That's right, I turned towards the direction of the slightly old-styled girl's voice, and there was a single person wearing Japanese-styled clothes, a girl with horns growing out of her head. The horns were growing 2 by 2 in a pair, and they were an exquisite, transparent, jet-black color. Are they Chinese dragon horns? It doesn't feel like they're just replicate accessories.
Furthermore, it's not the Western "dragon" but the oriental "dragon"that is the character image, so that might be why the clothes she's wearing have a Japanese traditional-styled image to them.

"Certainly, I'm Earth, but … what could be your business with me?"

Recently, the amount of voices that call out to me is increasing … I guess I can kiss the ordinary player's life in this game goodbye. Already putting myself into an on-guard posture; this has already become a bad habit.

"For thee to be so wary, it makes *us* sad, *nou* … For thou to understand the easiest, *we* have the relationship of being sisters with the Fairy Queen; *we* are the younger sister … with that, does it pique thy interest somewhat?"

With just those words, my wariness has increased to the absolute maximum. For crying out loud, have I been dragged into something yet again?!
Excuse me from suffering of getting dragged into anything further and being forced to stand out, at least for today!
Even if I think that, if I don't speak up, even though it's the truth that nothing will begin … the initiative will become her's.
And furthermore, somehow, this girl is giving off a kind of "dragon" image, so that's even more reason for me to raise my wariness.

" – I understand, more or less, what milady is. And so, for what reason did you personally make an appearance for?"

And that right there is where my greatest concern is.

“It is simple; *we* are tired of that life of seclusion, *nou*. A tedium that tediously stays no matter what is done … it was at the time that *we* were still thinking so, that the cool-headed, cold-hearted Elder Sister was no longer making a calm expression; such a thing is rare, *nou*. And from hearing her talk, didn’t 1 person’s name keep coming up?”

I am already holding my head. Come to think of it, it was after that fight that all these weird things began.

“That is, mine, I suppose …”

Thinking about it well, ever since I took up that fight with vigor, and on top of that I won, various cogs began to spin in weird directions … no, it might have been ever since I got that Fairy Seducer title.

“It is helpful that thee hast understood so quickly, *nou*; then thou can understand that *we* thought it most practical to see such a person *ourselves*, right?”

I understand the reasoning, but … first it should be fine to sneak peeks from far away, *ne~*, and then I can come out of nowhere and make contact, *ne*. – If it’s that Queen’s little sister, then somehow I can see it. Though I don’t want to.

“Was speaking with me like this your only goal?”

When I responded like this, the dragon(?) girl in front of me **pero** licked her lips with a red tongue.

“It was *our* true objective to try a mouthful.”

Try a mouthful. That statement sent a feeling of a large amount of cold sweat flowing down my spine.

“Hang on; exactly what do you mean by ‘try a mouthful’.”

Of course my voice has become kind of tense; there’s probably no one who would feel good from being told that someone came to ‘try a mouthful’, right?
And then, that dragon(?) girl drew ever closer to the spot where I was standing on guard.

“Thy … that’s right, *we* are quite interested in the flavor of thy lips … how

about it?”

Faced with a very bewitching smile, I … took out my harisen and smacked that head with all of my might.

**Su-pAaa-n*!* that hefty sound echoed throughout the quiet, unpopular back-alleyway.

———————————————

“*Uu*, it hurts, *jya*; Thou, isn’t this too cruel, *nou*…?”

The one who’s protesting tearily is the dragon(?) girl.

“The younger is just like the elder! There’s no mistake that the two of you are sisters!”

The approach is way too strong! Are they unable to act a little more reserved, these two!
Both dignity and allure get blown away somewhere! In this quality, they’re exactly alike, aren’t they?

“But it is certainly true that this is entertaining; *we* understand a little more about Elder Sister’s obsession, *nou*.”

Good grief, she finally drew back … even though I’d like to be excused from any further, undesirable trouble.
— A, I haven’t made the food for today’s street stall yet …

“Please spare me … or like, if you’re the little sister, then please tell your older to act more calm …”

At least give that much of a message; I’m already exhausted.
— Today I didn’t enter the dungeon, but isn’t this the same amount of exhaustion in the end? Today is an unlucky day, huh?

“Impossible. Aside from that, *we* have decided, *we* will come by and make *ourselves* a nuisance to thee from time to time. First, wouldn’t thou let *us* eat some sort of meat dish, *nou*?”

Th,these sisters are …-!

“Cut it out-!”

Yelling that, like I would allow this! Like I would allow this …

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In the end, with her literally not letting me go while saying, "*We* wish thee to feed *us*, *nou*," there was no other way than to be forced to feed her 3 Horned Rabbit with water herb steaks.
After eating 1, she shamelessly demanded, "This is delicious, *nou*, seconds!" … just with this, I was forced to realize that she really was the Queen's little sister, though I totally didn't want to.

Even so, at the present, after eating the 3 steaks, she said, "After this *we* will go look around the town, *nou*," and left in a lively manner, saving me; I don't want to meet her anymore, but … it's probably impossible, *naa*.
Anyway, right now, I have to make the food for the food stall and then set it up … because talking took so long, it's already drawing close to the time I have to log out. The troublesome things have increased by one; recently there have been way too many; it may be too much to hope that the troublesome things are over with now, huh…?

SKILLS
[Wind-Blown Hunting Bow]Lv11
[Assaulting Kick]Lv21
[Farsight]Lv50
[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv40
[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv4

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

His second name from other players is “The Fairy Queen’s Husband-san”

A/N: The name has not been revealed yet.

Do your best to understand her true nature.

The Day Hobbies Became just Hobbies

The day after I exchanged words with the dragon(?) girl, I called upon the forge to make arrowheads in order to replenish my arrows. And there, as always, is the Boss… this is about the same time I usually log in, but …?

“Boss, good evening~.”

After giving my greeting, I tried to enter as usual to make arrowheads, but.

“Earth, have you read the official notice? If you haven’t, you’d better go check it immediately, *zo*.”

Is the warning that he gave with a voice tense with weariness … Wondering what heck happened, when I looked for the official notice on the homepage, a huge notice was trailing down the site.

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Important Announcement: The One More *Free Life* Online Devs

To all players, thank you for always choosing to enjoy One More *Free Life* Online. At this time, we have an extraordinarily important announcement to make, so we ask that you definitely read this notice.

Up until now, we have received a large amount of opinions from all the players that the growth system is not understandable; we have decided to make a portion of the information public and will inform you of them here.

1, There are 4 attributes of directions that Skills can develop your growth; these 4 are weapon abilities, magic abilities, crafting abilities, and reinforcement abilities.

2, In regards to Skill composition, of course it is possible to take all 4 attributes, however if you focus on taking 1 attribute only there is a special growth-limit increase bonus granted. (It is also explained later, but reinforcement abilities are an exception.)

3, Furthermore, if you do not have that bonus, you can’t learn the highest-

ranking Arts or acquire the higher-ranking Skills.

4, Furthermore, if you have taken Skills with several attributes, on one hand your flexibility will increase, but you part with the power that you would get from focusing on 1 attribute.
Concretely, the high-ranking Skills you will not be able to progress further are weapons, magic, and crafting; if you've taken all of these attributes, compared to the limit of focusing on one, the Skills' learning limit is around 2 less, and "the strength of the learned Skill abilities" will be largely inferior.

5, For that reason, if you have aspirations towards the appeal of being the strongest in your play-style, take only 1 of any of the attributes of Skills; if you abandon attack power and look for flexibility, then we recommend for you to take several attributes of Skills.

6, However, reinforcement abilities (for example, Physical Reinforcement, Mental Reinforcement, and Thief) are exceptions to this rule. Therefore, players who have decided to focus on only one, whether weapons, magic, or crafting, are able to match it with reinforcement abilities.

7, Furthermore, in regards to weapons, they are things that cannot handle or take two attributes (for example, a player-made, specially-shaped weapon would fall into this category), and there will be Arts that will be unable to be learned (Arts of martial Skills that use both weapons and magic together fall into this category).

With this information being made public, for the growth up until this point, and in consideration of the players who would leave, believing that they will not be able to meet the future growth they desire, from today for a month's time, we will begin having a special service that allows free Skill erasures and ExP conversion; for further details on the method to do so, please continue reading here.

This is … they've released a huge chunk of hidden information, *na*; this is going to be tough for a while.

"Did you read it? So, what are you going to do? If I remember, you took weapons, magic, and crafting all together, so it might get tough for you, in the

future.”

Is what Boss told me.
After this 1 month passes, unless there’s some compelling reason, it looks like players are mainly going to go towards 1-attribute focuses.

“Boss, since the me now is unmistakably the me I want in this world, I’m gonna continue doing things this way. It’s not like I’m going for the two words “The Strongest” in this game, anyway.”

When I sad this, the gloomy Boss laughed happily.

“Is that how it is; one by one the guys who had second jobs disappeared, and I was on the brink of loneliness, but if an interesting guy like you stays and comes back, then the loneliness will be lifted a little bit!”

So things have already been occurring in places I haven’t seen.
It’s already something that can’t be helped, huh … the desire to be stronger than anyone is quite a natural thing to have; it’s not something that should be pointlessly stopped.

While conversing with Boss, in the mean time I finish making the arrowheads for restocking and leave the forge; next I’m going to the woodworking station to mass produce arrows, but there too the conversation is about the same thing, and there too I have to convey that I will be continuing to come. The movement has been intense beyond expectations after all; it would be good if there are no economic repercussions that come from all the second-job crafters disappearing.

I wonder what Zwei and the others will do; since they move through the guild, it would be fine to find 6 people with different specialties to form a party, and unlike me, they have Fairies, so they would probably be able to correct the structure of the party with the Fairies’ support.
For me without a Fairy, who mainly solos on top of that, if I’m not able to do everything to a certain degree, just wandering around will be way too tough, so in the end, preserving my current status should be the number 1 option.

Anyway, until one week passes, I probably won’t clearly understand the impact. An unchanging me and a changing world; somehow I have the strange feeling that I’m being left behind, but it can’t be helped.

While thinking like that, the day passes by.

SKILLS

[Wind-Blown Hunting Bow]Lv11
[Assaulting Kick]Lv21
[Farsight]Lv50
[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv40
[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills

[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv4

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone, Liberator, ???
His second name from other players is “The Fairy Queen’s Husband-san”

“Strength”, as one would call it, is …

Several days passed since the devs officially put out the announcement on Skill growth. First of all, the people who had crafting and combat as dual jobs greatly diminished; this is just based off my intuition, but it’s probably not wrong.
And similarly, the weapons and magic hybrid types were also largely reduced, and on either side the amount of people who were squeezed out is great, it looks like … this is all according to talk on the forums, so I don’t know whether it’s true or not.

Also, the amount of street stalls put out have clearly decreased; each and every street stall’s profits might have risen, but the situation where the demand exceeds the supply has also come out; my own main seller of food is also one of them.
The time it takes to sell them has also become much shorter, according to the time that’s marked down when it’s sold out.

Furthermore, if you look at the forums, there are quite a few opinions that say that it’s a lot harder to fight from before if you specialize. Sure, the part you specialize in has become quite strong on that front, probably above the abilities of that of several passive Skills added together.
However, if that specialized part isn’t magic, long-distance attacks and recovery become harsh, and if that specialized part isn’t weapons (shields included), it’s obvious that after fighting becomes close-ranged, dealing with things will become harsh.
That’s even more so for the bow that occupies both hands, and on top of that, if you don’t get used to it, you won’t be able to hit anything.
It’s because I wanted a good way to deal with close-ranged combat that I chose kick, though.

In the end, the part that gets stronger is the Status; for the people that aren’t suited for specialization, of course this is going to be different for them. Especially since this is a VRMMO, a game where “you enter the game and use your own body to move and fight”; of course you’re going to feel the backlash of

cutting away something you've been using all along until now, and of course it's going to feel harsh when you can't deal with the distances you used to be able to; that's what's always been the merits and demerits of specialization.

"Ma, hybrids have their own good points …"

Now that I've gossiped a lot, it's time to go hunt the Wild Bears I used to have so much trouble with.
Even more so than regular Bears, Wild Bears' meat is even more delicious in stew and as grilled chicken skewers, I mean grilled bear skewers. Recently, every time I see an animal monster, I'm thinking about how to best cook it to be tasty, but is this a type of occupational sickness?

Nevertheless, that "strength" word can be a nuisance.
In actuality, it's something that hard to define, but it's also something that everyone desires.
This is just an example, but if you have an Art where 1 hit gives 10,000 damage, and then you have another Art that gives about 1500 damage.
In this case, the 10,000 one looks great, but hit probability and range, cooldown length, if you take these types of things into account… in the end, since the 1500 one is easier to use and to hit your target, practically speaking, you will make the decision that it's stronger.

This is an extreme example, but I don't think it's fundamentally wrong.
Consequently, for me, I would rather be restricted with Advanced Skills than things that are easy to use; they may be Arts that I learned early on, but I want to stay being able to continue to use Skills that are easy to use as my main.
For people who've played MMOs, I think there will be a lot of people that understand.

And that's why people are permitted to join up in parties.
That way, for the things you can't do yourself and the things you're weak at, it's fine to leave it up to the people who are specialized in it; that's what gave rise to the vanguard-rearguard idea, and what gave birth to the thing called tactics …
Since we have nothing to do with being heroes, of course it's important to stress numbers above individual power.
Going back to that 10,000 Skill, even if you can't hit it by yourself, if you have a lot of people hindering its movements, with its movements sealed, it will become

especially easy to hit.

The way the game's going, like others before it, the amount of parties that will be recruiting will increase.
The guys from the bow guild have the capability of shooting long-ranged attacks quickly, so looks like they'll be invited to parties quite often, and recruited quite often.
In one way, I can see it becoming like a bow mercenary guild. *Ma*, if it keeps them busy, it's probably fine.

The capture of the Challenge from the Dead by 2 to 5 people parties is progressing nicely.
There were 1 person and 6 person Secret Bosses, so there are expectations of other combinations for other Secret Bosses. I'm pretty sure that the previous 6 person Secret Boss was a Dragon Zombie, since the video of the subjugation has been released.
The video of my 1 person Secret Boss subjugation was proposed to be made private by the devs. The other peoples' videos were made public, so they're probably enough; they didn't consult me about it at all.

And, thinking about those kind of things, I withdraw from hunting.
That time, the feelings of fear that I had facing an opponent I had never faced before, preparing my equipment, with Skills that have become strong and yet not letting down my guard, but still winning solo; this is unmistakably also a type of strength, huh … the top is something you will never see the end of.
Even so, the staircase of strength is something you will still want to climb just a little more, I guess… and of course this isn't just about me.
And that strength isn't just something to defeat monsters; delicious food that makes peoples' tongues groan is also like that, it's yet another side of strength. I don't want to part with that strength as well.

Thinking these thoughts that have no end, I return to town. Alright, let's get cooking today too!

SKILLS
[Wind-Blown Hunting Bow]Lv12 ↑UP
[Assaulting Kick]Lv22 ↑1UP
[Farsight]Lv50

[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv41 ↑1UP
[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv37 ↑1UP
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv5 ↑1UP

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone, Liberator, ???
His second name from other players is “The Fairy Queen’s Husband-san”

And One Week Passed.

With over a week passing, the confusion in the hunting grounds gradually lessened.
Humans are creatures that “get used to things”, as well as creatures that “learn”.
The people who specialized as well, they gradually were able to fit their heads around the role they should play in parties and got familiar with it; the necessary role needed from each person was conveyed through the forums as well as the people you sometimes party up with.

With specialization, you can say that it’s become simplified; the result is probably an awareness on what you can do yourself and what you can’t do.
In that case, it also simplifies requests when it comes time to request to participate in a party, making it easy to understand what you can bring to the party.
In exchange, the people who can do half-assedly do this-and-that have become less, and it seems like a lot more people can participate together.

Conversely the hybrids, that is, the people who have several abilities, have become people who play the role that helps things run smoothly in a party.
Basically in a party, if there’s anyone who falters in their actions, those that can will move towards the direction of becoming ‘support’ and cover them.
The hybrid type players excel in this support, that is the capability of versatility, and when the specialized players can’t make it they are able to cover for them, so in no way have they become ostracized from parties.
On the other hand, if they had instead been ostracized, they would have been forced to become solo players like me.

However the amount of things they can do is naturally many, and in regards to Skill use and judgments, undoubtedly hybrids are better.
And therefore the people who stick with that style will naturally polish their player skills … included among them is the person who wields a spear in close-distance combat while dodging monsters’ attacks like they’re dancing, and after

taking evasive maneuvers roasting their opponents with a Fire Magic area, the player who carries the second name, “Dancing Spear of Flames”.

———————————————

— However, the confusion may have calmed on the hunting grounds, but one other place has degenerated into chaos … the crafting side.
It should be obvious that no matter what kind of crafter you are, without materials you can’t make anything, but in regards to storing up materials, with how things are going now, it’s going to be difficult for the specialized crafter players.

Like, even if you go out to furiously mine ores, it’s not like you’ll hit a vein every time, and even if you do it’s not like you’re guaranteed a set amount that you can bring back.
And then it’s become harder to get materials off of the monsters with pelts. No matter how many *_ding_* level-ups you get, if your fighting abilities are 0, then even fighting the Horned Rabbits in the first meadow is going to be tough.
And another problem is potions, that is making medicines; whatever the case, if you get rid of the Alchemy Skill, you become unable to find medicinal herbs naturally… and for that reason, when you need to go into an area where there are strong monsters, you have to ask other players to be your escort, but … with that, you’ll have to provide suitable compensation for your escort.

And the result of that is, of the items you need to bring with you, all the consumables have greatly increased in price.
This has been a direct hit on the specialized players’ pockets … it’s too high, why did it go up by 50% of the previous price?! that kind of quarrel isn’t something I heard just once or twice.
But it’s not like the crafter players raised the price just because they want to, so they can’t just concede and hand it over; if they did, then this time it would be the crafter who goes red and becomes bankrupt.
Even the crafters like me who didn’t cut away fighting abilities and can gather materials on their own, even if it’s only a bit, of course they have materials, but … if only a portion of the players do business with cheap prices then the entire crafting community will have it hard, so the crafters got together and decided the absolute lowest price in the crafters’ meeting.

It’s something that has the same theory as how gasoline prices aren’t all that different no matter where you go; if they didn’t do that, then the crafters would all go into a pricing competition, and the entire crafting community would be destroyed.

With the price of goods going up, in order to keep your expenditures low you can only try to avoid using them to save them, but there’s no profit that will come out of it except by using them; whichever you end up doing, the circulation of money is a reality that doesn’t change.

It’s become apparent that the monsters that are targeted have also more or less become victims; it’s become a situation where monsters you can get money from are the main targets.

As for myself, who makes the consumables I need myself, use them for myself, and take the spoils of combat and turn them into consumables again; the people with that kind of play style are seriously a small portion; at the time when one enters a party, even if it’s the cheap meat that I decided to give away instead of sell, when I provide food and potions, the other party members thank me profusely.

Thanks to that, whenever I’m in the town limits, the party invites and guild solicitations, aiming for my cooking and potions, are endless; it’s like, whenever I’m cooking, it’s become necessary for me to turn people down through Whisper Chat and Mail.

It seems like this disorder will continue for a while longer; it will be a while until the crafters stock up and the circulation of money calms down.

Just by looking, you can tell the connection between crafters and fighters have strengthened, but … it’s a time where quarrels and fights are repeated occurrences. Just when this chaos finally began to quiet down, a new announcement was made on the official homepage.

— The keyword is Fairy’s Country. Your chance to do it over with another meeting. A new power.

Announcing the implementation of the Fairy Country that the Fairy Queen rules over.

SKILLS

[Wind-Blown Hunting Bow]Lv12
[Assaulting Kick]Lv22
[Farsight]Lv50
[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv41
[Physical Ability Reinforcement]Lv31
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ExP 4

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Challenge of the Dead Arc

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